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MEAN MACHINES SEGA

BEST FOR MEGADRIVE AND SATURN

EXCLUSIVE!

EARTHWORM JIM

WORM-DERFUL PREVIEW

MICRO MACHINES '96

MAKING TRACKS...

COOL SPOT II

SPOT GOES TO SATURN

MEGADRIVE

LIGHT CRUSADER

SATURN

FIFA '96

32X

WWF RAW

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EDITORIAL

Welcome to this, the second issue of the new look Mean Machines. Once again, we have the best possible mix of Saturn, Megadrive and assorted Sega-related news, previews and reviews, along with tips galore. The reason we can do this is that we are commited to keeping our mag at at least 100 pages throughout the summer — unlike our puny rivals who are faltering at the 84 and 92-page mark. The main beneficiary of this is you, who can expect more coverage as we have more space than anyone else. Just one of many reasons why MMS is still the undisputed kind of Sega mags. 'til next month. Steve.

CASH FOR PHOTOS THE RETURN!

After last month's ritual humiliation of our beloved Editor, normality returns to Editorial this month. Yes, Cash For Photos is back! Another month of money-grabbing sods is here in all manner of strange poses dredged from the deepest recesses of our minds. So, with no further ado, let's get on with it...

SLEEPING DAD IN MAKE UP

M. Mansell does the job on dad (Nigel?). I hope he went straight down the pub afterwards. The cheque's in the post M, old son...

GIT OF THE MONTH

We've lost the name of the reporobate who sent this in, but that's just as well as the rip-off merchant has just nicked the pic from a book anyway. Still, we'll print it and spend the money on ourselves. By the way, we can tell it was nicked from abook because of the bad cutting out around the edge. Doh!

MKII CHARACTER

The best we've had to date! Tom Cross wins £40 for putting tights on his head and pretending to be Baraka. What a geezer...

KITKAT IN GOB

One of many KitKats in gob (a full selection next issue), and one of the first. Nice one, Oscar, have £10 on us...

PEOPLE BITS

The worst thing I've ever eaten...

STEVE MERRETT

'When I was a nipper my Dad always used to get home work late and eat after the rest of us. One day he was having steak and, being a cheeky young jepester, I grabbed a piece of meat from the edge of the plate and stuffed it in my gob. As I walked away laughing I found it was a horrible bit of gristle and spat it in the bin. "Thanks," said my Dad, "I had to give up chewing that bit, too..."'

OZ BROWNE

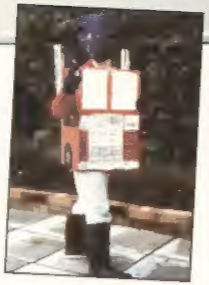
Oz's worst nightmare is to do with a 'Grin To Get Them In' Wagon Wheel. 'I was chewing away on one,' he offers, 'and my brother started laughing and pointing. I asked what was up and he said that he'd pushed a greenfly into the chocolate and, sure enough, when I looked down at it, there was a horrid bit of green mush and legs sticking out.' Oz has never grinned to get one in since.

GUS SWAN

Macaroni Cheese. The scourge of the cheap meal brigade. A young Gus recalls a horrific tale: 'my Mum used to make this stuff and the only way I could stomach it was to eat it when it was piping hot as my freshly-burned mouth then couldn't taste it. However, I often left loads and, as a punishment my Mum forced me to eat a huge portion cold. It was the worst thing ever...'

DRESSED UP AS TV PERSONALITY

Philip Clarke, you are indeed excellent. Your Optimus Prime from Transformers costume made us laugh buckets. A well-earned £30 is on its way to you, mucker...



COVERED IN MUD

Oliver Dolphin (snigger. Is that your real name?) is a slimy sod. Literally. Beautifully contrasted by the white car behind which we hope you covered in handprints afterwards. £15 on its way.

'KICK ME' SIGN ON TEACHER'S BACK

Much more realistic than the last effort we had. Notice sleeping kid at front of room. Ever school has one. D Bailey (not THE David Bailey!) wins £15 for this.

WOTSITS IN EVERY ORIFICE

No covering letter with this, but out of all the Wotsit pics we got, this filled the most orifices. It was the eyes that did it. Get in touch, and we'll pay you. If you can still breathe after all that, that is...

CLAIRE COULTHARD

As a little girl, Claire wanted a mouse. Sadly, her Mum said no but the little lass bought one anyway. However, her Mum found and confiscated it, and Claire was sent to her room until dinner time. On sitting at the table, Claire was handed her meal and tucked in to the white meat. 'What is it?' asked young Claire, pointing to the chicken. 'You know what it is...' snapped her Mum, sending little Claire into fits as they imagined her Mum had served up her missing pet...

PAUL BUFTON

Whilst being all continental and working in France, Paul was served up a huge steaming dish of what appeared to be Tuna casserole. Eating it with gusto, he dabbed his face clean and asked the waiter what it was. 'brains casserole, monsieur,' replied the garçon cheerily. Yek!

THE LIST IN FULL

After the wealth of 'KitKat in Gob' and 'Rayden' pics, we've amended a few of the categories, and added some more. Get snapping...

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MATCHING VEST AND PANTS
SOCKS WITH GARTERS

Send you entries to the usual Mean Machines Sega address, marked 'CASH FOR PHOTOS'. You know it makes sense...

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RICHARD 'your mum' LEADBETTER
TOM 'tostpot' GUISE
AD MANAGER
LIZA 'pendley' HAWKES
AD UMPAHLUMPAH
IAN 'the plane, boss...' THOMPSON
DEPARTING PRODUCT MANAGER
NICHOLA 'tara, luv' BENTLEY
INCOMING PRODUCT MANAGER
TINA 'could ya?' HICKS
EDITORIAL DIRECTOR
GRAHAM 'give it to Steve...' TAYLOR
SPECIAL THANKS TO: Virgin — especially Pete Ball for 'It's A Knock-Out in Vegas. Which Steve even! Karen Shillcock. Sega for making Steve watch England lose 3-1 to Brazil.
SPECIAL NO THANKS: Indecision.
COVER BY
Mark at Shiny.

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PEOPLE YOU HATE
The hate lists have flown in, with Mr Meltwater deservedly getting a caning. Still, it's nice to see he did his leg in. The entry printed next month will win some old cart and a cassette of 80s music. Steve has on his desk. This month's winner, Darren Carter from Tring.
1. RUSTIE LEE: At least she's been fired. Irritating beyond belief.
2. AMANDA DE CADENET: Attention-seeking harpy.
3. LENNY HENRY: Stopped being funny years ago.
4. VICKI MICHELLE: Living off 'Allo 'Allo fame — which ended ten years ago. And she lied about her age, we reckon.
5. BARBARA WINDSOR: Now in 'Carry On Waitlist...' Woof.

NEWS

THE E3 REPORT

Hello, Steve here. I went to E3 y'know. No really I did. I was in LA, home to gang shootings, the fattest people in the world, dirty air and crap telly, but also home to the all-new Electronic Entertainment Exponent show where all the latest Sega 32bit and Megadrive stuff was on show. A bit like CES but better. Sadly, I arrived back too late last month to get most of this in , but let's go wandering through the show's two massive halls, crammed with next year's hits. As Alan Partridge says: 'join me...'

SEGA™

Whilst the Sega stand was all very big and impressive, it was surprising to see the Saturn tucked away into a dark corner — especially since it went on US release during the show! Still, Sega had a very impressive selection of stuff on show, with support for the ailing 32X very impressive indeed. Oddly enough, there was no sign of the Megadrive/32X mutation, the Neptune, though. Let's take it machine by machine.

SATURN

In a dingy little corner, great wonders lurked...

VIRTUA FIGHTER II

Actually, this was just the demo of Pai farting around that we showed you last month. Looked smart, though.

VIRTUA FIGHTER DELUXE

An experiment by AM2 to see how the Saturn can handle shading. Looked excellent and completely lost the crap polygon disappearances of the original Saturn code. Doubtful for release over here, though.

VIRTUA COP

A stunning conversion. Only one and a half stages were on show, but this looked incredible. Knee-capping, shooting baddies in the nuts — it was all there, and enhanced by brilliant screen update. Apparently, a gun is being developed for use with the game.

PRIME TIME NFL FOOTBALL

As detailed as Acclaim's NFL games, but with more use of rotational jiggery-pokery and scaling. The sound was rather good, too.

NBA ACTION

As far removed from the crappy Megadrive game as possible. More rotational gubbins, but perhaps lacking the finesse and variety of Acclaim's NBA Jam.

GRAND SLAM BASEBALL

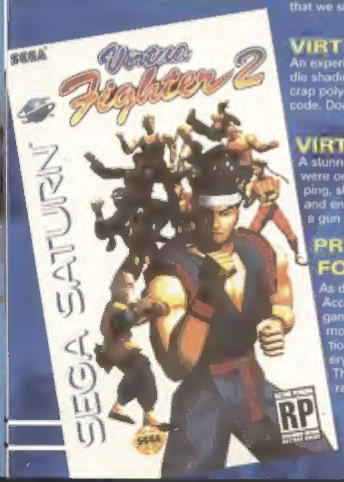
28 teams await in this Hardball lookalike. Guess what? Yep, scaling and rotation ahoy (am I sensing a trend here?), but not really a huge amount over RBI and any other Baseball games you'd care to recall.

CONGO

Based on the Michael Crichton movie, but was never working when I walked past. Ah well, it's a diamond recovery mission apparently — shades of Jurassic Park Mega-CD, perhaps...

FREE RUNNER

An adventure game along the lines of the hoary old Activision classic, hacker. Invade a massive polygon-



THE FUTURE IS HERE

STOP THE PRESS

SEGA HAVE CONFIRMED A FULL OFFICIAL SATURN UK LAUNCH ON ~~SEPT 8TH~~ JUST ONE WEEK FROM NOW! LAUNCH PRICE IS EXPECTED TO BE £399, WITH VIRTUA FIGHTER. MEAN MACHINES GUESSED RIGHT IN PREVIOUS ISSUES. THAT SEGA WOULD NOT WAIT UNTIL THE AUTUMN. EARLY RELEASES INCLUDE DAYTONA USA AND WORLD-WIDE VICTORY GOAL.

SPIDERMAN: WEB OF FIRE

Rendered sprites are the order of the day, as Spidey is dropped into a rather smart 3D play area. Looks similar to past Spiderman games, but graphically superb.

RATCHET AND BOLT

Two robot cops of the future team up against a variety of bosses and the like in this split-screen blaster. Not a lot to see, but 33 weapons and over 2000 attack patterns makes it seem quite promising.

X-MEN

Programmed by Scavenger, the X-Men demo on show had a huge Wolverine sprite walking to and fro across a 3D room. The line removal and scaling was excellent, but the code was so early the baddies have yet to be put in. Looked ace, though.

VIRTUA HAMSTER

Yes, Virtua hamster. A skateboarding hamster, with only a rocket pack to help him, must flee his cage prison — whilst avoiding other animals and reptiles that rather he'd stay. Yes, really.

KOLIBRI

The 32X's equivalent to Ecco, with a Hummingbird taking centre stage. Kolibri the bird's world has been disrupted by a pair of crystals which have mutated his mates into all manner of ugly beasts. Fly, Kolibri... find those crystals and save the forest...

STREET FIGHTER: THE MOVIE

Complete arse, this. Although the graphics are new, once again Capcom have trotted out the same game code. Yes, there are new characters, but Street Fighter is starting to look rather dated now. As bad as the film, and that's saying something.

32X

A good variety of stuff, some really cool. Others just Megadrive ports...

MEGADRIVE

There were more games on show for the Megadrive on Sega's stand than there were for the Super NES throughout E3. Where's Kong now, Mario. Hehehehehe...

GARFIELD

Making a game based on a cat that sleeps all day and eats Lasagne can't be easy, so Sega have thrown Garfield through time, leaving him to explore platform locations based on a variety of film genres — including horror and Casablanca. Good likeness, familiar gameplay.

AND THE REST...

ABSOLUTE

PENN AND TELLER'S SMOKE BY MIRRORS

Crap idea for the Mega-CD and Saturn by Absolute. Avoid.

ACCOLADE

BARKLEY: SHUT UP AND JAM II

Yes, again. Still no sign of a release. Or improvement.

BEYOND ZERO TOLERANCE

Didn't look hugely improved, but played as well as the first one from what little was on show.

JACK NICKLAUS '95

Golf. Yawn.

ACTIVISION

PITFALL 32X

A bigger sprite and more levels. 'Nuff said?

RETURN TO ZORK

A PC convert, with live actors padding out the RPG scenario.

AMERICAN LASER GAMES

MAD DOG II

As if we hadn't suffered enough. More blurry, barely playable pap. Why bother?

VECTORMAN

This looked really cool. Vectorman is a platformer starring a robot hero made up out of disembodied bits. The animation is tops, and there's loads of blasting action as VM battles through hordes of similar-looking robots.

X-PERTS

A team of counter-terrorism experts have been sent to infiltrate a renegade undersea nuclear base, and the player uses each of the team's special skills to make their way to the reactor core. It's going to be a huge 40Megs, fully rendered, this looks like the Megadrive's equivalent to that Bugs tv show. But without Henry from Neighbours.

BATMAN FOREVER

Probe's vision of the film is a cross between MKII and Final Fight, with the player guiding a fully-rendered Batman through similarly rendered levels. Robin is there for a second player, and the animation uses Acclaim's motion capture gubbins and looked pretty good. A bit early to comment on how it played, though.

FRANK THOMAS 'BIG HURT' BASEBALL

Another motion capture jobby, featuring top player Frank who was digitally captured batting and stuff so it was ultra-realistic. Big sprites, and will be out on every conceivable Sega format.

CUTTHROAT ISLAND

The film looks a bit of a duffer, and Acclaim's platformer dumps a cutlass-wielding Geena Davis sprite into a slash 'em up world of Hook extras. The Megadrive version was barely playable because it was so early, but had a minecart level. Yippee.

FOREMAN FOR REAL BOXING

George Foreman, unlikely boxing hero and big cheeseburger fan, steps in for the motion capture treatment next in this smart-looking boxing sim. Huge, fully light-sourced sprites battle it out as the player's George sprite pummels 20 opponents into hospital. Looks promising.

NBA JAM: TE (SATURN)

Wow! What a conversion. The Saturn version of NBA looked topper — arcade perfect, in fact. The sprites are enormous and move fast, and the computer-controlled teams are both intelligent and varied. A corking conversion.

ALIEN TRILOGY (SATURN)

Although only a very early PlayStation version was on show, the Saturn game is said to be identical. A Doom clone, there's plenty to shoot with aliens leaping in from the walls and Facehuggers aplenty. The early version looked promising enough, and we'll be tracking this one very closely

Acclaim entertainment inc

ocean

A huge video wall was the first thing you saw as you entered the South Hall, with Acclaim running a music presentation of all their titles. As the likes of Dredd and Batman Forever were shown, a Gloria Estefan wannabe (with metal spine?) sang crap lyrics like 'Batman Forever, a movie you must see, two major stars: Val Kilmer and Jim Car-rey...' Still, they also had the Dredd bike and a mock-up Batmobile to see, and more games on their stand than most, including:

SEPARATION ANXIETY

The sequel to Maximum Carnage, and whilst it looked very similar to the spazzy original, we're assured it plays a lot better. It picks up directly where Carnage left off with loads of people to hit and web. Oh, and it's all rendered, too.

REVOLUTION X

Yep, the Aerosmith game. An Operation Wolf clone, this looked very ropey indeed. The coin-op was no great shakes, and it'll take something a bit special to change our minds about this. Like a

he Saturn in a big way. The only Megadrive game on show was Waterworld, and sadly most of the Saturn stuff listed here wasn't visible either.

WATERWORLD (MEGADRIVE)

The film has been hit by more gossip than an episode of Coronation Street, but

Ocean are hoping the game won't be beset by the same problems. System 3 are handling the coding, and the game is a mixture of game styles with the player guiding it. Kevin Cloherr wrote thrown in a series of 3D shoot 'em up bits with rendered sprites and backdrops galore. Coo

WORMS

A conversion of the Amiga hits of Cannon Fodder and Lemmings. Said to be extremely playable, and converted by original developers, Team 17.

ALLEGIANCE (SATURN)

Another rendered effort, but this time a 3D war game with the player scouring a post Cold War world in search of supplies and food — using whatever means necessary.

ROLL CAGE (SATURN)

Only the PC version has anything to see, but Team 17's Daytona challenger sounds promising.

Time Warner are hoping for the days when Dinosaurs will rule the Earth again, and so can be expected the assorted versions of Primal Rage were their hottest properties. Not everything on show will make it into the UK, but this is what they had.

PRIMAL RAGE

The Megadrive version was on show alongside the Game Gear one, but you know everything about this already. Anyway, when I was looking at Primal this bloke walked up alongside me, coughed to disguise a fart and walked away leaving me to look like a smelly tool. What a git.

ENDORFUN

A puzzler with the player guiding a rolling cube across a grid playing area. The aim of the game is to match the colour on the top of the cube to that of a square elsewhere on the board. It's all very simple in theory but requires logical and lateral thinking as the action hots up.

T-MEK (32X)

Controlling a T-mek tank the player is sent into a series of battle-domes to face off against other T-mek warriors in a race to the death. A one or two-player game, I was at a very early stage but looked very impressive nevertheless. Just what the 32X needs.

AMERICAN SOFTWORKS

TNT BASS TOURNAMENT OF CHAMPIONS OUTDOOR TOURNAMENT

My feet hurt, I'm tired, some fat sod has just dropped Doctor Pepper down my leg and you expect me to be happy about this kind of duffer? As for the second one, how many Bass

tournaments take place indoors

TECHNOS

KARTOON KOMBAT

Weak-looking beat 'em up. Thankfully, you had to look hard to see it.

POPEYE

This has been hanging around longer than a turd from a gold fish's bum. Great, there's a Game

Gear version due too

GAMETEK

BRUTAL. ABOVE THE CLAW

Yes, now there's a 32X version

HI-TECH

BEETHOVEN'S SECOND QUEST FOR THE MISSING PUPS

This is getting stupid now. Movies, Games and Video's ever-present video release's given the game treatment. I think I'm going to try my hand at writing knitting patterns if this keeps up. Who decided there should be a game based on a turd film like that?

"SHOCK ! HORROR !

FEVER PITCH IN BETTER THAN FIFA SHOCKER ! IT'S FASTER, MORE CONTROLLABLE AND INFINITELY MORE PLAYABLE. NUFF SAID ?"..

STEVE MERRET MEAN MACHINES

Fever pitch soccer

BRINGING THE GAME INTO DISREPUTE

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CAPCOM

INCREDIBLE TOONS

DATA EAST

HUDSONSOFT

THE SPACE ADVENTURER

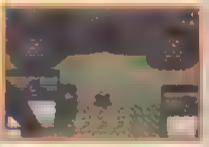
Mega-CD sci-fi thing. Looked Ok

THE SPORTING NEWS VIRTUAL SOCCER

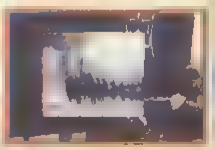
KOEI

NEW HORIZONS

Typical RPG fare



ROMANCE OF THE THREE KINGDOMS



KONAMI

OUT!

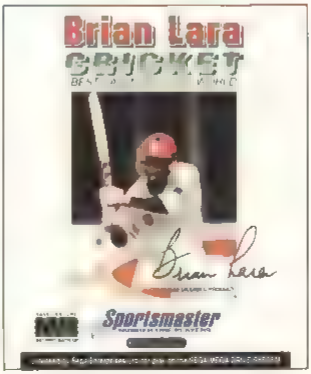
(NOW)

"Very playable and addictive - an ace conversion of a classic sport to the Megadrive." Mean Machines

Brian Lara, the highest scoring batsman in Test history has joined the Sportsmaster team for this superb box-busting cricket simulation

For the first time, square drives, on drives and cover drives are all on the Megadrive.

Up to 4 of you can play, selecting the team and adopting different tactics as well as having complete control of all your players



on the field. You can even save the game using the battery back-up.

Bouncers, yorkers, googlies - everything except ball-tampering is right here, accurately reproduced in real-time 3D panoramic perspective!

You'll need judgement, cunning and fingers like lightning - are you up to the ultimate test?

Sportsmaster
NUMBER ONE PLAYERS

Codemasters

Lower Farm House Stoneythorpe, Southam, Warwickshire CV33 0DL U.K Tel: 01926 814 132 Fax 01926 817 595

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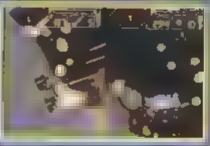
JVC

CRYSTAL DYNAMICS



ELECTRONIC ARTS

FIFA '96 One of the [illegible] of the show for me. FIFA on the 3DO was good to look at but a little dodgy in the play stakes. FIFA for the Saturn, though, has more playability with the players using all the volleys, passes and tricks imaginable set against a panning camera which offers views which would leave Jana Morison speechless — and speechless at whom apparently he's going to be dubbing the commentary for the UK game! Actually, the game speaks deserves a special mention as it is literally full commentary with the US game featuring Pelé passes to Bovd... he speaks.... [illegible] can't wait for this.

MADDEN '96
Not on show, I expect the same panning skill as FIFA. FOUR is [illegible] this, too.

VIEWPOINT
Sammy a Mega version left a lot to be desired, but Saturn Viewpoint looks even better than the Neo-Geo version. Huge shoot 'em 'ems abound in this stunning looking Zaxxon clone. Fast and very playable.

SHREDFEST
A snow-boarding game which was originally a Megadrive game called Face Plant. Uses the Road Rash engine as the player boards down a 3D play area, riding bumps and punching anyone in the way. The 3DO version was the one we saw [illegible]

can confirm International Superstar Soccer is being converted to the Megadrive! YES YES YES! YES! A rather neat isometric killathon was on offer too. But only for the Saturn.

MAXIS

SIM CITY 2000
Well excellent, this. Build a city, build it some more. Watch aliens

invade. Tax people to death. Brilliant, and a true Saturn classic.

NAMCO

CYBERSLED
A very early version the co-op was on show which looked arcade-perfect. Cool. Their new air combat co-op esd on show too, and looked very nice.

PARKER BROTHERS

RISK
Tarted up version of the globe trotting board game. You'll need mates, though.

CLUE
Cluedo for the Mega-CD. I think was programmed by Climax, actually. We had pics ages ago but thought it had been scrapped.

TRIVIAL PURSUIT
Mega-CD version with dig tised

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All you have to do is regularly collect and pay for it.

Call into your local WH Smith branch for details.

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MEAN MACHINES

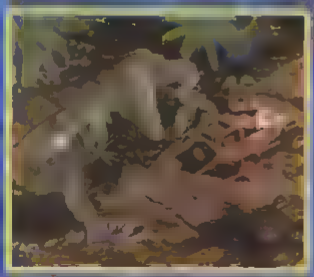
INTERACTIVI[illegible]ainment

BLADE RUNNER

The big news so far as Virgin go[illegible] Westwood Studios, the team responsible for Virgin's forthcoming PC strategy blaster, Command and Conquer, are revising the programming duties over the licence is newly signed, there's now[illegible] to start recording too! Westwood, the game is set within the Blade Runner universe, with the player cast as a Harrison Ford-style snarecker out to sell off rogue Replicants. More soon.

SPOT GOES TO HOLLYWOOD

Forget everything you know about Cool Spot! His latest outing arrives with two stunning isometric[illegible] vehicle based on film genres. Looking really good, with nice anims and it plays slowly, too! I just hope they do a Megadrive with the pirate level in the final version.



CONVERSE HARDCORE HOOPS (SATURN)

A[illegible] duffer this. A basketball game set in a variety of US courts. No sensible, and looks more Megadrive game than a 32bit whopper. Probably won't be imported to these shores. I hope not.

11TH HOUR

Much-delayed interactive movie for the PC. Saturn version will follow hot on the heels of the compressed PC code. Apparently, although it's very[illegible] we'll blow our socks off.

VIACOM newmedia

Bands and flatbeds [illegible] band for easy Polaroid photo opportunities, but by far the biggest buttheads were the knickerwearing weirdos who spent the entire show mixing surprise and shock. Ooh. They were on hand to promote a new Megadrive puzzler called Zoop which is said to be the most addictive thing since an eleven year-old's arm came.

ZOOP

The reason for the baddies with the lycra. A puzzler Zoop drops the player into a dressitive scenario where they are under siege from four sides. The only way to escape is by collecting a series of power-ups, but with hundreds of opponents on the move it ain't easy. Coming to Game Gear, Megadrive and Saturn.

PHANTOM 2040

A[illegible] level shoot 'em up based on a cartoon yet to air over here. Adequate, but nothing special.

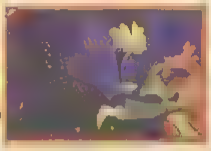
AHHH! REAL MONSTERS

Great title! Taken from the Nickelodeon cartoon series, Krumm and Oblina are a 2[illegible] stage test as the monstrous trio attempt to blag their way into the[illegible] academy. A little too[illegible] Wilkins in that control switches between the three monsters.

pics to accompany the questions. 1-6 players can join in.

READYSOFT

A small stand done out like Singe's castle from Dragon's Lair.



Graphically excellent Lair-style [illegible]ing with the player escaping from a mad scientist's castle.

SPECTRUM HOLOBYTE

IRON HELIX

Originally touted to appear through Microprose, Helix is an excellent Doom/Daedalus clone

set to appear on the Mega CD. Keep an eye out for the import review.

TAITO

BUST-A-MOVE

Stars Bub and Bob out of Bubble Bobble. A puzzler in the Tetris vein with the player lining up colour coordinated bubble for points galore. Worthy of a UK release.

UBI SOFT

RAYMAN

Yep. Still waiting. A mixture of platforms ideas, with Rayman planting flowers to climb up a

THE HOTTEST GAME ON ICE

WHAT A SCORCHER!

Get ready for total meltdown with the incredible action in Wayne Gretzky's NHLPA All Stars
Packed with the most amazing features you've ever seen in any ice-hockey game,
it couldn't be more exciting, more addictive or more realistic
Wayne Gretzky's NHLPA All Stars
Get your skates on and grab a piece of the white-hot action

MI WAGNER

T·HQ

THQ win the award for 'the game shown at most computer shows.' However, resident SNV wasn't on display at E3, but their other handy personnel. The Mask, was. THQ were tucked away in one of E3's pokey meeting rooms, but Game Gear owners should soon be hailing them as their saviours as THQ most certainly have the battery-gobbling handheld's best interests at heart.

THE MASK

After more show appearances than Jimmy Tarbuck, The Mask finally appeared in an 80% complete form. And looked rather smart. The Carrey sprite whacks people with a hammer, flies through air vents and dons with all the style of his movie counterpart. Looks promising.

JUNGLE STRIKE (GG)

A very early version on show, but impressive nevertheless. Loses a little in the sound department, but otherwise it's all there.

URBAN STRIKE

Surprisingly, the Urban conversion is more advanced than Jungle Strike! Most of the missions have survived the conversion, and THQ reckon it'll be out in September.

MICHAEL JORDAN IN THE WINDY CITY (GG)

A bit poopy this one. The crap SNES game is bunged onto the Game Gear — and looks identical! Still a turd, though.

PGA EURO TOUR (GG)

Looked Ok, PGA '96 is also on the cards.

FIFA '96

If EA's Megadrive [illegible] the rotational scrolling they're promising, [illegible] no idea how this is going to [illegible]. Nowt to see for ages.

NHL '96

Nothing to see, but the last NHL was fine.

MADDEN '96

I sense a trend here. Nowt to see.

SUPER RETURN OF THE JEDI

The surprise signing, and looking quite good. The Super Shoot 'em up has been squeezed into the Game Gear and looks quite good! Only the Death Star raid and Chewie [illegible] levels were on show, though.

[illegible] running across [illegible] overlay backdrops and batting big [illegible]. Very pretty.

VELOCITY

SKI RAGE

Never got to see this one. I was probably in the bog drying out fat [illegible] drank from my leg.

WORKING DESIGNS

[illegible]FUL MAIL

RPG with big colourful [illegible] screens from the people behind Vay.

Basically, E3 was a stunning show which, after some of the dross Megadrive stuff we've put up with through the last year, really gave the Sega scene something to look forward to. The Saturn, whilst tucked away in a dingy corner, had plenty to see, and the likes of Virtua Cop and VF2 are well worth the wait. Similarly, the third party stuff, as seen in Cool Spot II and MKIII were equally hot. Keep 'em peeled for more news imminently...

COMPO WINNERS!

WIN STREET RACER TEXTILE GOODIES!

AND MAYBE A COPY OF SAID GAME!

PRIZES: 10 T-shirts of each Street Racer character. We

All right, it's comp-on-ition time. Normally that might be a time to turn-off, because, let's face it, your chances of winning are pretty slim. You can't draw, you're stupid, and there's normally only one prize for the winner you can't have. But not this month. This time we have plenty prizes.

This month's giveaway, courtesy of gallic good guys, Ubi-Soft, has a T-shirt flavour to it. That's because we're giving away the most successful fashion item of the 20th century. Namely, the T-shirt. Well, not one T-shirt but about, oh 80 of them. Ubi-Soft have given us 10 limited edition T-shirt for each of the game's eight characters, totalling 80 prizes. How can you fail to want one of this year's alternative brady bunch. If you win we'll try to match your preferences for Surf Sister, Frankie, Ralf, Biff or others, but as these T's are so exclusive, you may have to take what you get. But it would be a pretty lame compo without Street Racer the game itself. The ground-breaking, neck-breaking speediest ever kicked highly three months ago, with its innovative programming from Vivid Image and unique four-player 3D head-to-head. But money might be tight at this time of year, so isn't it lucky that we've got five copies to just give away? And five four-player multi-taps so you can't miss that shoulder-to-shoulder action.

So what do you have to do to get your hands on the booty. Well, it's one of our infamous design-'em comps. You see, Ubi-Soft are already thinking about the next generation versions of Street Racer, and there may well be room for new characters. We want YOU to design a new character; a drawing, an idea, whatever.

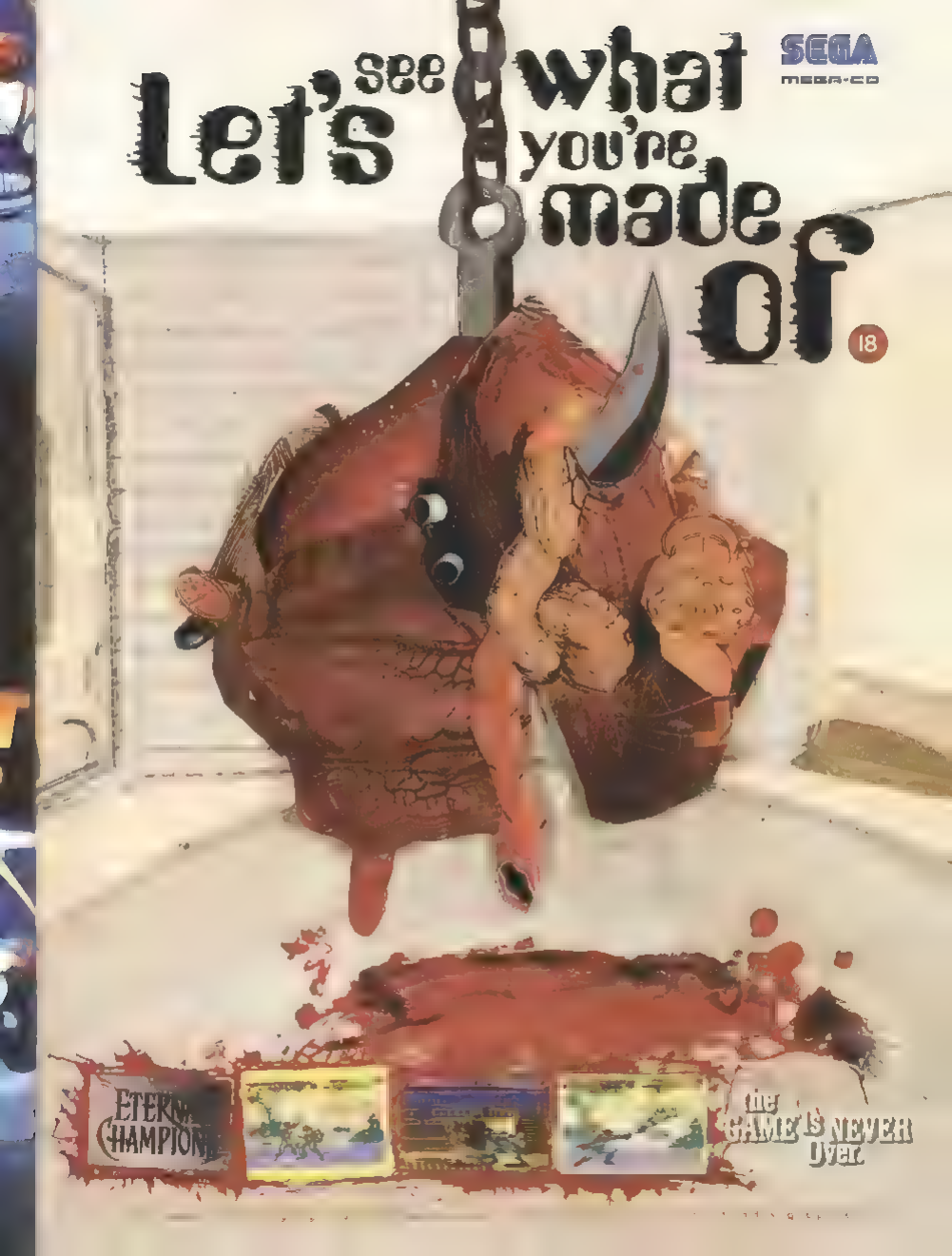
Send it to us at MEAN STREETS COMPO, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Make sure it arrives before the 1st August. Normal competition rules apply. The Editor's decision is final.

STREET RACER

Let's see what you're made of

SEGA
MEGA-CD

18



PROJECT
PUBLISHER
OUTLATED
RELEASE
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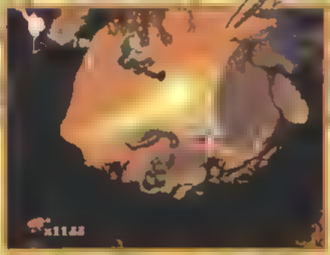
MEGADRIVE
DEVELOPERS

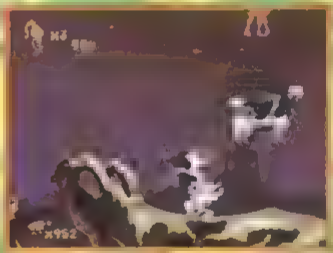
EARTHWORM JIM

Undoubtedly one of the greatest platform heroes of all time, Shiny's space-faring worm is about to touch down for a second bout of Megadrive lunacy. Needless to say, we were the first to greet him...

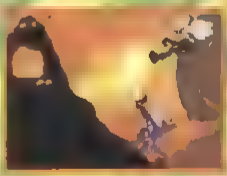
The worm that turned is back. Earthworm Jim, resulted here of Shiny's stunning Megadrive debut, has recovered from seeing his loved one killed by the new Qo inadvertently launched at the start of the first game, and faces thirteen all-new levels and sub-games. Featuring a host of familiar faces, EWJ II sees a freshly-redundant Jim traipsing off to the Planet Of The Monsters with his mate Snott in search of a holiday. However, rather than the rest and recuperation they expected, the Planet Of The Monsters actually played host to... well, truckloads of slavering reptiles and hairy beasts. Whilst Jim and Snott flee, in the meantime their old mate Peter Puppy has been busy on the family front, and is the proud owner of a family of 600 pups. This being the weird world of EWJ, though, a genetic defect means that Peter's puppies are transformed into the vicious monsters populating the planet when upset. Enter Jim's arch-enemy, Psycrow, who has seized upon this as his chance to take over the planet with an army of permanently upset pups which he intends to use to invade the galaxy and finish off Jim for good. Throw into this unlikely mix a marriage between Psycrow and Princess What's-Her-Name which Jim must stop, a new Salamander outfit, and a brace of new weapons and ideas, and you have the first of several missions set to tax our limbless hero...



Look! Real grabs. Not crappy pics taken from a video. Don't be fooled people. RIP SF.



The 'Test Your Strength' machine. Home to those hairy blokes who run bumper car sites at fairs.



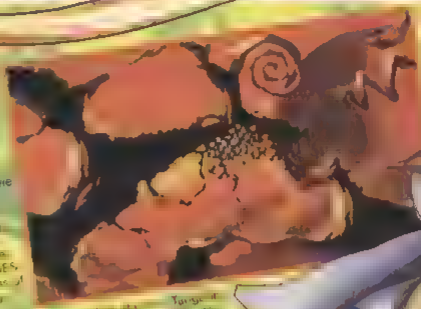
GUN-G HO

As would be expected of a sequel, Jim's armoury has been expanded from two to seven bullet types. In addition to the usual bullets and homing missiles integrated in Jim and the CD [illegible] bubble bullets which [illegible] the weedy to say the least lasers, and a rather impressive smart bomb to his ammo pool, the latter of which sends up the screen in a retina-s[illegible]ning white out. These are [illegible] icon form which [illegible] round the play area, and are needed for immediate use when collected. But, hey, you probably knew [illegible] paragraph.

I'LL PASS ON THAT

HOME, HOME ON THE STRANGE

Planet Of The Monsters lives up to its B-movie name, containing some of the weirdest settings and enemies within its three stages of play. The Mega Drive game is being written along with the Super NES version by Andy Astor, who's on the case at Software Creations, working to NES scenes whose handling is Super NES code and vice versa. Listening to Andy explain the game, Jim's head shudders as he describes that the original's features are retained, the original's powers and weapons are up to the main game and allows the player to familiarise themselves with Jim's new capabilities.

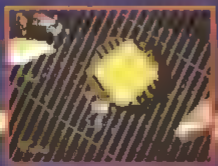


The yellow bit collected Balloon Head sprite

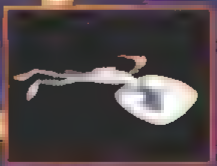
WORMING MY WAY BACK TO YOU, BABE

Andy Astor, Earthworm Jim's programmer, has been working on more special moves and abilities. Before the game is released in October, Nick and Andy aim to make Jim dig, clamber, and swim – in addition to his customary running and jumping moves — but here's what's in so far...

BALL
Shown [illegible] sprite, Jim [illegible] through a vertically-scrolling level.



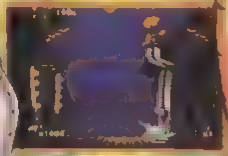
[illegible] to what it was [illegible] number of speed settings!

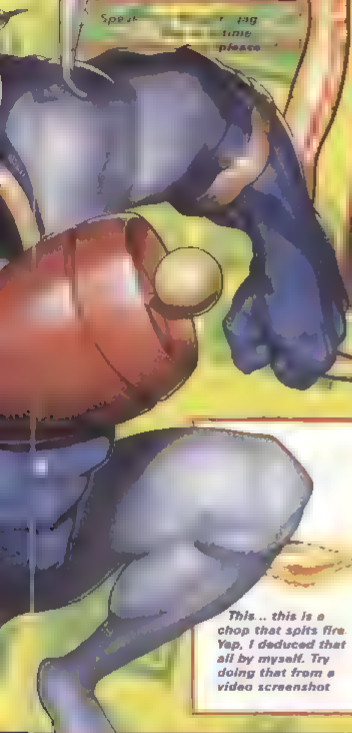


[illegible] parapet and dives to guest Peter's fate in safety.

[illegible] helicopter head.

WANNA SEE SOME PUPPIES?





This .. this is a chop that spits fire. Yep, I deduced that all by myself. Try doing that from a video screenshot

Nope, dunno what this is. Sorry.

round inside a pipe. Yes, really!

Jim's allegiance with Snott allows him to swing across gaps using the green blob to stick to the underside of platforms.

Jim dons a Salamander outfit which he cannot see out of! Still, what he loses in sight, he makes up for in flying skills.

Jim's [illegible] suit. With no eyeholes!

CENTRE STAGE

A [illegible] of the first Earthworm [illegible] Andy Astor [illegible] to couple [illegible] big artist Mark Lorenzo [illegible] few briefs on the levels completed so far.

Lorenzo's Soil Named [illegible] the crap N[illegible] Nuttz film and a level which [illegible] [illegible] Archanoid [illegible] SA

Worm Burger A food based stage with Jim [illegible] all manner of falling [illegible] where [illegible]

Peter Pound And Mary The [illegible] And Watch' level. Seen Evita [illegible] elsewhere.

Villi People Where Jim dons the blind Sal [illegible] for a living maze level — set [illegible] enjoy. [illegible] asks anyone [illegible] to [illegible] Evil's Funhouse [illegible]

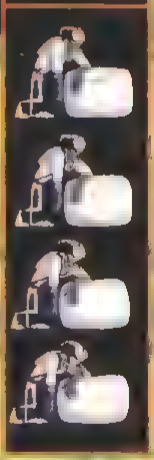
[illegible] [illegible] [illegible] [

RUN! RUN LIKE THE WIND!

The actual Jim sprite is considerably larger than before, and Shiny's animators have taken the chance to invent one of those names graphic artists like to coin for the way he moves. That name is Animotion II (Jim I used the first Animotion), and Jim's actions are taken from a real worm wearing a hi-tech suit. Actually, that's crap. Animotion II means that Jim is drawn full-size using a series of rendered and detailed images, and squished down into the Megadrive. For the sequel, Shiny have used over ***** frames just to make him run, jump and do all the funky things he is renowned for. The servo system has also been used to bring the large enemies next to life, and the [illegible] Worm [illegible] Queen's Wheels is a variety of [illegible]

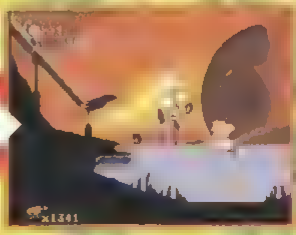
The worm with the wings is back...

Jim posing over a large marshmallow. Last week. In the afternoon.



SHINY, HAPPY PEOPLE

[illegible] responsible for some [illegible] video games of [illegible] Nick [illegible] handling the Super NES code was responsible for creating the Wally Week games for the Spectrum and Sinclair Shiny boss Dave Perry, [illegible] artist Steve Crow [illegible] the extreme [illegible] Sunquake for Bethesda Softworks [illegible] Sadly, we can't credit Nick Astor with [illegible] games as he used to [illegible] Jill cadcam stuff for big companies until he saw the light and worked on Jim I. With the recent acquisition of Shiny by Interplay, for a five-game deal, it seems unlikely that Dave Perry will do anything [illegible] for a few weeks yet so he can add a touch of his own design. Here's hoping.

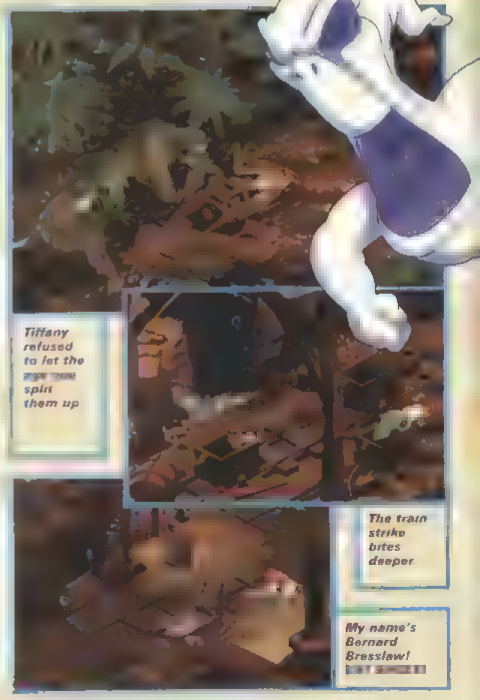


WORK IN PROGRESS

America. Land of the free, home of fat blokes drinking huge cups of Dr Pepper. And the place where the long-overdue sequel to a platform fave is currently nearing completion. Steve was the jammy sod with the plane ticket...

Remember a time when we were all on tenterhooks wondering if Street Fighter: Championship Edition was going to be any good? When the Saturn was just a ringed planet, and the only 'Next Generation' was Star Trek-related? It was a time when the Master System still had hope, and when Virgin's Dave Perry collaboration threw up a hero famous for appearing on American battles of 7-Up. Yep, Cool Spot had arrived and, before we became soured by repeats of the game engine in the form of Aladdin and Jungle Book, he was something of a breath of fresh air.

Now, after two and a half years off our screens, Spot has returned — but in a form so far removed from his platform debut. Yes, Spot has made the upgrade to the 32bit kingdom, with Virgin's sequel leading on the Saturn and 32X formats before shuffling along to the Megadrive a little later. Abandoning the side-on view of the original, Spot Goes To Hollywood opts for an isometric perspective with the little red dot, running and jumping through a series of film-related levels, collecting red tokens as before and emitting all manner of hip squeaks and burps. The game is being coded by Virgin's US division, and that's where we were given an exclusive peek at the 50% complete code...



SPOT

TO HOLLYWOOD

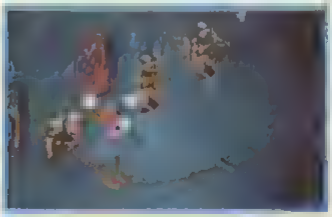
Cool Spot prepares for an evening of lurve...

SPOT PLOT

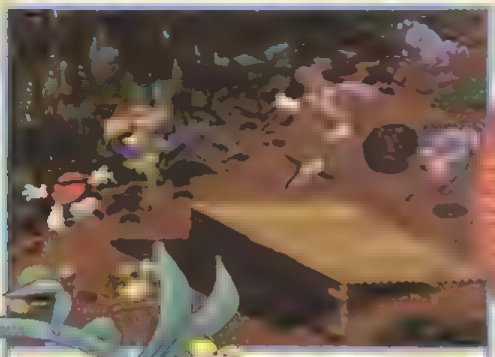
AHOY, ME HEARTIES

RETURN TO RENDER

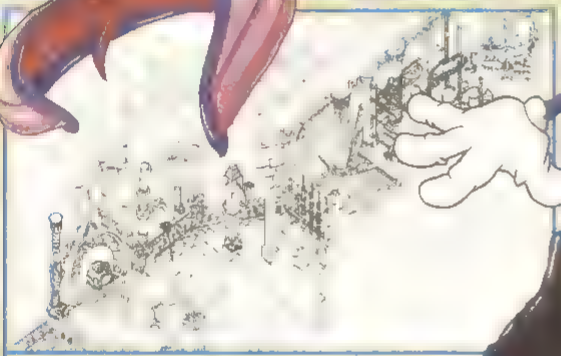
A wireframe tree read for rendering. It is.



Careful with that axe, Eugene.



Nope, no idea what's going on here



An early sketched level, complete with baddies. Yep

MISSION IMPROBABLE

PAPER CHASE

boys of their mega sales at

Mirror, mirror on the wall — what's the bestest game of all. NBA Jam? Nah! Fifa? Hmm, maybe. What about Micro Machines 2? Now, you're talking. We'd be hard pressed to find many other games in the annals of MEAN MACHINES that scored the huge 95% overall score that Codemasters definitive racer did late last year. And the hard work was all done by Supersonic, Codemasters' highly-praised developers. It was inevitable that a sequel to the sequel would follow, and we were over the moon to be offered the chance to break one of the big games of 1995.

Supersonic are once again behind the wheel and they are seeking to add the experience that the PC version of Micro Machines 2 has given them. Not only are they planning an expanded version of last year's hit, they are also adding a breakthrough construction kit that should take the game stratospheric.

For the sake of recap, the Micro Machines series is based on the scale miniatures by toy giant Galoob. They began as toy racing cars, but the phenomenally successful range has expanded to take in rescue vehicles, helicopters, bikes, hovercraft and dragsters, even astronauts and a giant sized version of 'Airforce 1', the US President's personal jet.

The game reflects the plethora of vehicles by pitching all kinds of craft against each other, and within the kinds of setting that you would play with them — gardens, garages, school desks and the dinner table. The game also uses the patented J Cart, which plugs four joypads directly into the cartridge. Taking things further, Supersonic devised a mechanism all of its own to allow eight racers to compete in Micro Machines 2. For the new game, all these features have been retained, with further league and tournament events, with a structured time trial setting you save record times to the cart's extensive battery-

ENVIRONMENTAL ISSUES

THE ORIGINAL

roMachines '96 TOURNAMENT

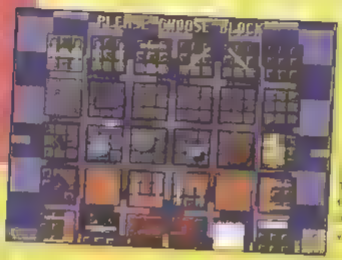
LAPS OF HONOUR

...the tally of courses in Micro Machines 96 comes to a mind-boggling 64, that's 2, and three times the number in the original ... Codemasters' press the classic gymnasium, for example. There are three of these tracks for each environment, one reasonably ... but what's all-new tracks are there!

SECRET GARDEN

...to many Micro Machines 2 was a cheat... Namely, how all five jumpers to push a toy car player to their doors, but corners of our people up like petals. More of it, we say. And Supersonic are nibbling with cunning features that Dick Dastardly would be proud of (perhaps he's a consultant on the project). Codemasters' newest revelations ... easy ... load, save features; secret warps to future levels; speed ... boosts to reach-wrecked features; short cuts to give you the edge and an inevitable, but unfortunate feature that reverses the track layout?

FIRST HIT TRAINING

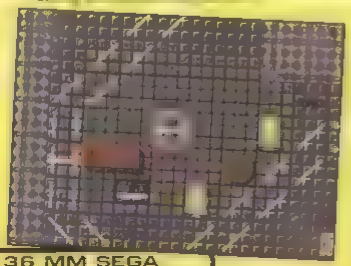


New weather conditions have been added with icy, stormy and windy to choose from. Pass it to the next player. The kit lets you toggle between any of these.

INTERACTIONS

These are the hazards like whirlwinds and fires that add elements of danger to your race. Place as many of these wherever you want.

Make your own tracks for easy, tricky or mad dash courses.



Take a fly environment and rearrange the route. You can even combine different foreground graphics with accompanying parallax backgrounds.

EVERY MORNING AND EVERY EVENING I CLEAN MY FACE WITH OXY DAILY FACE WASH. IT CLEARS MY PORES OF ALL THE GREASE AND MUCK THAT CAUSES SPOTS. AND BECAUSE IT'S MEDICATED IT HELPS TO KILL THE BACTERIA THAT CAUSE THEM. LET'S FACE IT. I DON'T WANT SPOTS MESSING UP MY LIFE.

SPOTS? OXYCUTE 'EM WITH OXY 10!

OXY 10 TREATMENT FOR SPOTS CONTAINS BENZOYL PEROXIDE. ALWAYS READ THE LABEL. OXY AND OXYCUTE 'EM' ARE TRADE MARKS

PREVIEWS

VIRTUA OVERLOAD!

Over the next six pages you'll see the efforts of various teams trying to bring the arcade triumphs of Sega's AM2 team, to life on home formats. AM2 do Virtua Cop; Time Warner bravely tackle the veteran Virtua Racing; whilst Sega show off Virtua Fighter on 32X. Be careful — it may all be too much to take in a single sitting.

VIRTUA COP

BY VIRTUA COP

GAMES TYPE SHOOT 'EM UP

1-2 PLAYERS

PRICE TBA

RELEASE TBA

COMPLETE VP

Pulling surprises out of the hat has become more or less routine for AM2, Sega's jewel in the crown R&D department. At the recent E3 show in Los Angeles, where their Saturn Virtua Cop conversion took pride of place. The coin-op, a polygon reworking of the shooting gallery genre, was their own creation.

V Cop is about a quarter complete, and AM2 are keen to show the work they have done. Not only is V Cop on trial, the game is a judgment on the Saturn itself, as this will be the first project to utilise the new Operating System, or OS, which we first mentioned in the Virtua Fighter 2 WIP last month. OS basically offers a lot more processing power, by simplifying the over-complex programming processes of the Saturn.

The visuals may look basic here, but they fail to convey the incredibly smooth movement, which has already been achieved. With a frame rate of 60 frames per second, the Saturn will be able to replicate the same panning, zooming and scrolling of the coin-op. The detail of faces, background textures and gory effects comes later. The game uses the sets, villains and bystanders of your typical Scorsese/ Coppola movie. Basically it's the [illegible] without the pasta or wedding scenes.

Also anticipated is a light-gun to recreate the arcade experience perfectly. Previous light-guns for 16bit machines have been disappointments, but with AM2 designing their own guns for their own game, we have high hopes. Gun and game should be out for Xmas!

This sequence [illegible] different between Saturn and coin-op. Or so it says...

Plenty of time to get him

The red circle means little time left to shoot

Textures from level 1

VIRTUA COP

Someone has to die

THE FINAL COUNTDOWN

A distinctive feature of Virtua Cop is the feature when enemies are about to fire, a circular target marker appears and two bars rotate around the edge towards top and bottom. When they meet, the target flips and you suffer a hit. This is there to give you an idea of what targets are more deadly. It may seem to oversimplify the gameplay, but AM2 point out that it hides the game of any confusion over where the enemy is shooting from. Besides, you can hit foes even before they are auto-targetted.

Sequential shots showing the relentless onslaught of Jimmy Cagney wannabee

VIRTUA RODENT

Intriguingly, AM2 are also preparing to make the game mouse-compatible. It's the first game to openly embrace the Sega mouse, and the team hope to add a new feel to the game when playing with the peripheral.

GAME TYPE

1-2 PLAYERS

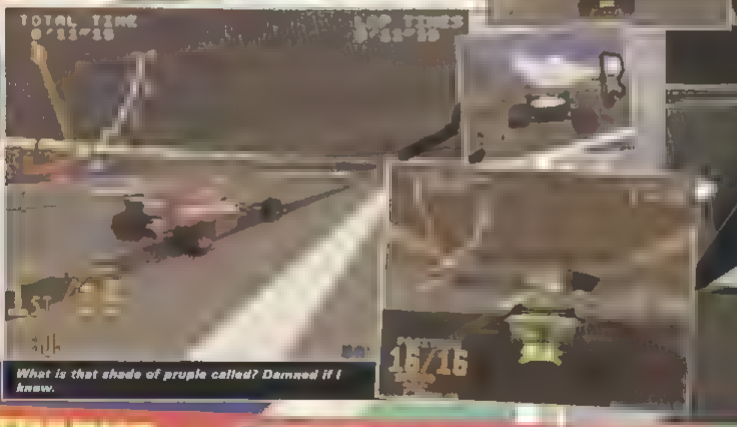
COMPLETE

VIRTUA OVERLOAD!

Virtua Ra

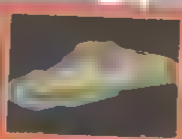
Pole because Daytona's clipping is worse than if Stevie Wonder became a hairdresser? Feel the need to supplement your Saturn's driving game selection with another coin-op conversion? If so, then here come Time Warner, pulling up to the kerb in their retuned version of Sega's coin-op fave, Virtua Racing. Following Sega's virtually arcade-perfect Megadrive and 32X versions, Time Warner's game takes the basic arcade game and adds extra cars, tracks and game modes to the chassis — the game equivalent to Halfords accessories.

Saturn Virtua Racing features the expected arcade and practice modes, and these are supplemented by a Grand Prix option where 15 teams compete across the game's 12 tracks, with the player upgrading their vehicle as the season progresses. Other delights still to be included are a split-screen two-player mode, a perfect copy of the arcade game's music, but how VR shapes up against these versions and its light-sourced racing will be revealed when the game is released on to the Saturn starting grid in September.



What is that shade of purple called? Damned if I know.

TRACKS OF MY TEARS



ua R acing

ONE CAREFUL OWNER

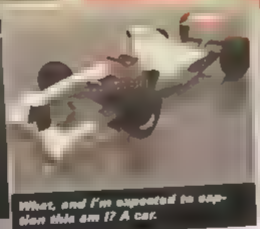
F1

RED CA

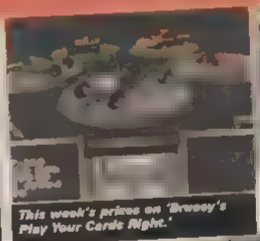
ELLOW
MOTAH

DRAGSTER
The dragster's light weight

GO-KART

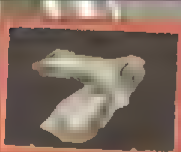


What, and I'm supposed to explain this am I? A car.

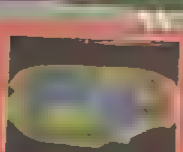


This week's prizes on 'Bruvvy's Play Your Cards Right.'

Is that Daytona, USA, over there?



Difficulty: Medium



ACROPOLIS
Difficulty: Hard

Difficulty: Hard

ROPOLIS

Difficulty: Expert

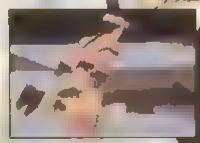
VIRTUA OVERLOAD!

The E3 show in Los Angeles proved that there's a bounteous supply of top software coming for Sega's next generation gaming system... the Saturn, that is. The 'other' next gen system, 32X, fared slightly less well, with only a smattering of new releases planned for the 'magic mushroom' upgrade.

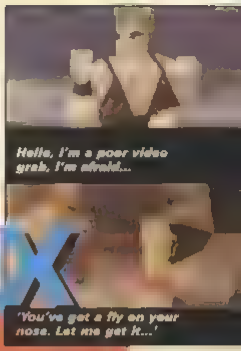
One of the most promising, though, is the long awaited 32X conversion of Virtua Fighter, which is still in the throes of development as we speak. As you can imagine, the game looks significantly different to the original 1,000 arcade machine. There have been a number of compromises in the look of the game – the ring now looks a lot more basic and the number of polygons used to make up the eponymous Virtua Fighters has been slashed significantly to keep the speed...

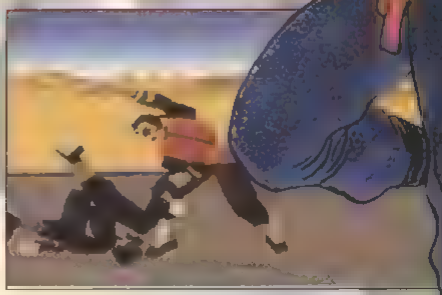
Well, that's the bad news out of the way, because although there has been a great reduction in the on-screen detail the game moves really smoothly and a lot of the animation from the Model One arcade machine has made its way into the 32X conversion. All the characters are present, and every one of their moves, throws, combos and counter-attacks has been programmed into this gargantuan 32MEG cartridge. In fact, to make sure we weren't missing out, Jeremy VF fighting guide and tried every technique known and indeed, we were not disappointed.

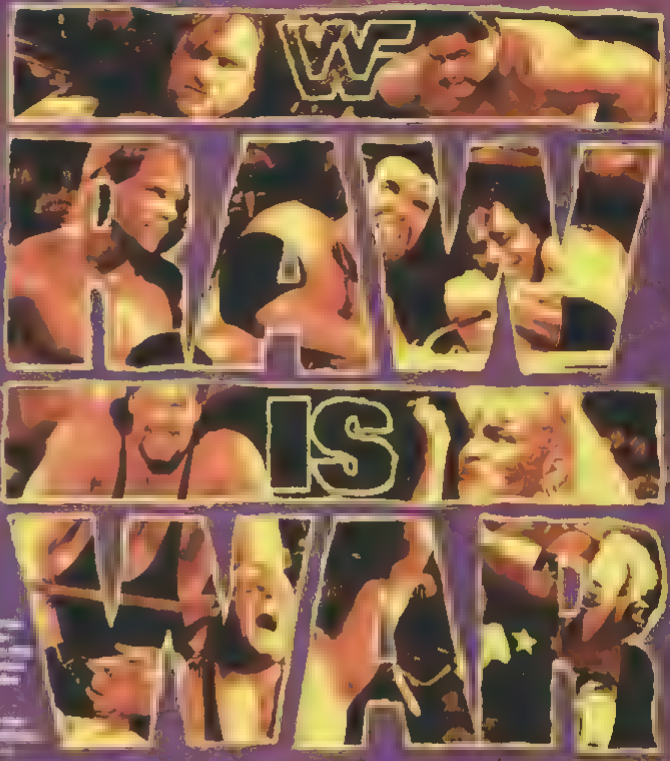
The game is still at a very early stage of development. Although all the moves are in, it's impossible to actually hit your opponent. Also, the code used to change between different camera angles is very early with only a few different perspectives in there at the moment. However even at this stage it's clear that Virtua Fighter 32X could well be the best cart mushroom owners have seen on their system for ages. If the programmers can retain all of the coin-op's gameplay (which is a tall order, but totally achievable with the confines of a 32MEG cart), Virtua Fighter could well end up as something of a must buy scenario.



Virtua Fighter 32X



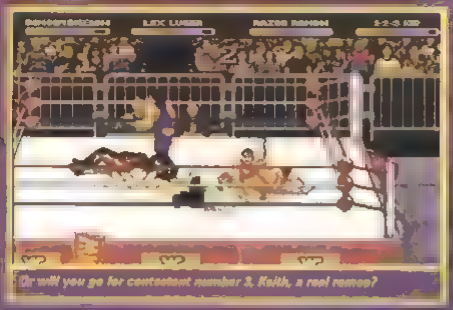


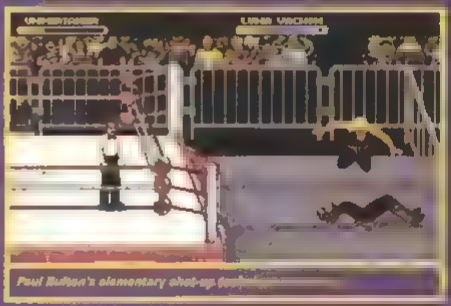


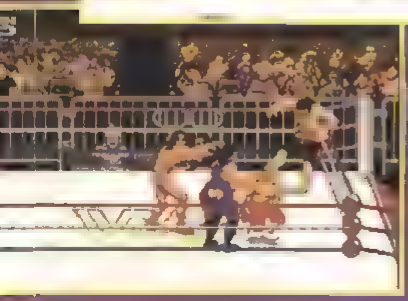
Raw is war! Or so they say. And following the hyper-active warrior outings on the Megadrive, this grappling lunacy are heading on the SNES to star in a heavy weight wrestling smackdown on the 16bit. Featuring the original gang from the 16bit version, Raw on the SNES is essentially the same plot (smash merrily pummelling the body out of each other in either One-on-One, Tag Team, or all out Invasion Deathmatches and thankfully, that nothing on the graphical structure of the game has been compromised. Here are the boys from Acclaim have delivered the same performance to the SNES's glorious 16 bit processors as the Megadrive. Here are the original sprites that have given a fresh lick of paint to accentuate the lumps and pumpernickel muscles and developing the character animations that have been lovingly recreated. But the most impressive thing is that the characters have grown from mere sprites to giants towering around the ring in their vivid and colourful splendour.

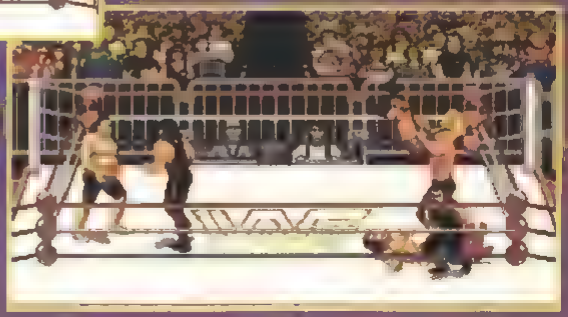
The key of this game seems have been developed for the consumers and for the most unbelievable, there are new objects to play with which is a real bonus as the original game only had a few and the addition of chairs and steps and the like will add a whole new dimension to the already fast and furious gameplay.

IT'S SO SPESH-EEAL









Bug

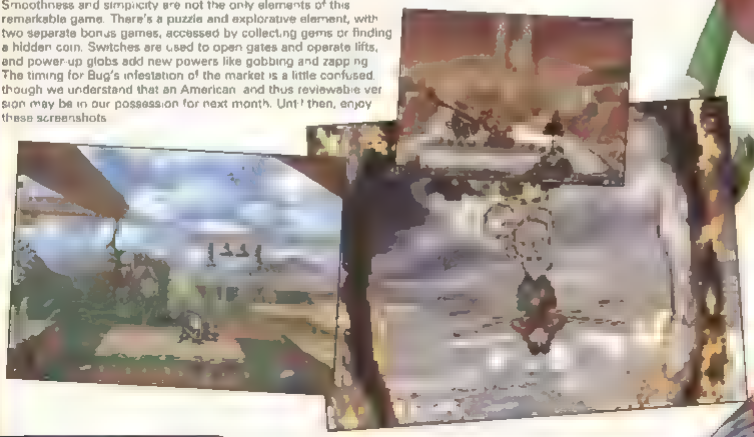
Paul and Gus were having one of those silly conversations over at Sega this month (as you do when you're waiting for the Hippo Pizza to arrive). Our good friend Mark at Sega was pointing out that in America sports games are the giant sellers. Our yank pals cannot get enough of Baseball, football and hockey games. In the other great territory, Japan, the RPGs do all the serious running. Companies like Squaresoft (creators of huge Nintendo RPGs) are regarded as demi-gods. And what, we got to thinking, what is the Brits equivalent of a sweet tooth? Put simply, it has to be platformers.

Discounting a few games like Donkey Kong, we invented the platformer. That is the big, sprawling, adventure-elemented platformer. And it was Sonic, more than anything that created the big game explosion in the country. All this analysis serves a purpose, because it's the platformer that will make the Saturn in this country. And, after a couple of false starts, Sega look like they may have the platformer to start the bandwagon. It's Bug.

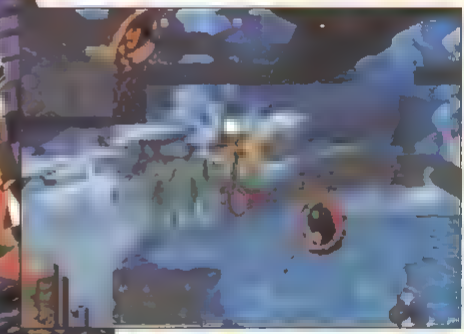
Bug is the work of the Sega Away Team. That is a select group set up some two years ago before the Saturn, to prepare games to blow away the competition. Bug, one of their creations is a deceptive little creature. While Clockwork Knight and Astal have attempted to cloak their gameplay weaknesses with sumptuous graphics and effects, Bug is sharp, uncluttered, even simplistic in the visual department. Much more important, it's a huge, gameplay-intensive game, with an extra dimension, literally.

Bug is the first true three-dimensional platform game. Each of the two dozen stages is a labyrinth of walkways, lifts, waterfalls and cliffs. By using scaling in an original way, Bug is able to move in and out of the screen as easily as he moves across it. So may the many insectoid foes he faces, including bees, grasshoppers, fire ants and dung beetles (complete with poo). Not only that, but the perspective is used more subtly to zoom in and out of the action. If Bug is scaling a high cliff, more of the play area will be visible. But if the area he is in is crammed with baddies, the scale of the display will be smaller. All of this is controlled automatically, and the change is barely perceptible.

Smoothness and simplicity are not the only elements of this remarkable game. There's a puzzle and explorative element, with two separate bonus games, accessed by collecting gems or finding a hidden coin. Switches are used to open gates and operate lifts, and power-up globs add new powers like gobbing and zapping. The timing for Bug's infestation of the market is a little confused, though we understand that an American, and thus reviewable version may be in our possession for next month. Until then, enjoy these screenshots.



INTREPID BUG IN GIDDY LABYRINTH



LAST C

LAST GLADIATORS

BY KAZE

1-2 PLAYERS

COMPLETE

For the price of a few console bargains, any penny-wise console gamester likes to the point, four pinball tables on one Saturn CD is an offer not to be sniffed at. And there's certainly what they've done with Last Gladiators, the first pinball sim to appear on the 32bit console console.

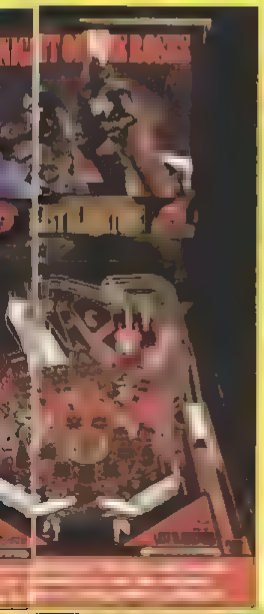
In typical Japanese style the programmers have [illegible] of the [illegible] from [illegible] ...used their... ...FX and de... ...But in a bread... ...of bit-mapped... ...Last Gladiators captures the action in [illegible] photorealism, giving the tables the most realistic look of any sim to date.

SIMPLY DOTTY

[illegible] range of pinball sims nowadays dot matrix displays are [illegible] to add the old fashioned realism to offer animated sequences when a special feature is activated. In keeping with the realism of [illegible] tables, Last Gladiators also flashes vast dot matrix animations from in front of the play area accompanied by traditional [illegible] and blood curdling digitised speech and FX. [illegible] smaller displays on the [illegible] [illegible] [illegible] more [illegible]

GLADIATORS

THREE PLAY



NHL HOCKEY

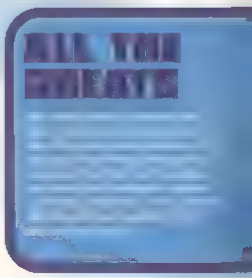
NHL HOCKEY

Sports are going to have a huge significance on the Saturn, especially now the US machine is out, because our partners across the Atlantic cannot get enough of the stuff. With the rash of titles slated, will come all sorts of new approaches to depicting the action. Sega are at the forefront with their first ice-hockey game in yonks, provisionally titled 'Saturn NHL Hockey'.

Ok, game detectives, you may have worked out that the game is in 3D. With principles not entirely unrelated to Sega's International Victory Goal, NHL Hockey shows the action from a variety of camera angles, all of which show the rink in 3D, with accompanying crowd. It must be said that NHL looks set to handle this with considerably more finesse than the much-slagged Victory Goal, first by having many more viewing options, and secondly with an enhanced replay mode. The action replay shows a sizeable chunk of recent action, with power for the player to frame advance, slow-motion and change the viewing angles. There's also some nice presentation effects, including zooms for penalties, and a disorientating spin around the centre as a prelude to each face-off.

If the game is set to impress visually, it should stagger in terms of interaction. There will be the chance for up to 12 players to participate simultaneously — two complete teams. If you can round up two multi-taps and the requisite number of pads. Oh yeah, some mates might help as well. Also, it's nice to see some proper presentation, decent leagues and authentic team profiles. The front-end has some nice touches, including stylish 'video wall' backdrops and a bit where the team stand shivering on the ice, waiting to be picked. Brings back all those games period memories. Some time in the autumn is the best guess for this comprehensive sim.

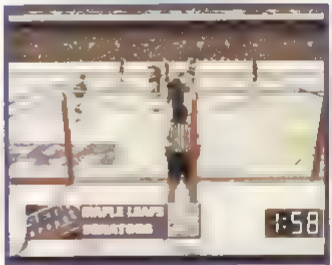
B O B O Y S We're the boys to entertain you oooo'



ROVING REPORTER

All of a sudden, a shop-keeper appeared

Christopher Dean used to be a policeman you know. Figures



I reckon Jayne Torville should wear one of those ice hockey masks. Ugly cow.

Cylinders 5 (Top Trumps gag)

I went skating once. I fell on my arse, got wet, and looked like I'd pee'd meself.

BY [redacted]

GAME TYPE BEAT 'EM UP

RELEASE AUGUST

PRICE TBA

1 PLAYERS

16 MEG

COMPLETE

COMIX ZONE

Some months ago, MEAN MACHINES printed the first pics of a stunning new variation on the beat 'em up theme Comix Zone. The game is just about complete, and the programmers look as if they haven't fumbled between the idea and the implementation, which seems superb.

Comix Zone features [illegible] artist/hero character [illegible] world of [illegible] comic book drawings. Sketch has escaped from his page [illegible] Your hero has to be one of the toughest and most [illegible] Sega star ever, with his pony-tail grunge clothing [illegible] and a subtle sense of [illegible] than game over [illegible] quote and [illegible]

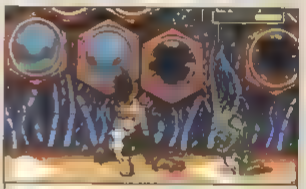
[illegible] idea of [illegible] game is [illegible] Ly turning the [illegible] into a page separated into the frames of a story. After beating the baddies in each frame, options to [illegible] other frames open up. Choices make the game [illegible] The gameplay is [illegible] ly simple and accessible [illegible] easy to get at moves. However, the range of [illegible] massive and backgrounds can be used to improvise new moves – hanging from pipes and kicking is one example.

The presentation is stunning, with frames coming to life with background animation when you move into them. In the hand of the diabolical sketch scribbling new enemies before your eyes, and a shapely woman friend who flashes up on screen with snippets of story, and words of encouragement. Of course, being a comic, there is a lot of action revealed by the speech bubbles coming from the characters' gobs and [illegible]

Originality [illegible] selection and a [illegible] Zone has to be the most exciting [illegible] of the year.

MEAN MACHINES [illegible]

Comix Zone's outlet of The Gap



Just as your artist fellow turns into a muscle bound mega hero.

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PAUL'S TIPS

The summer hols are closing in fast. Just think of those long days with nothing better to do than tuck into some tasty tipping morsels. So on this month's menu we have prepared a delicious selection of small tippets for all tastes, only to be followed by a hefty portion of top player guiding action in the Fever Pitch arena.

And with all this extra time on your hands you're obviously going to be ripping the summertime releases to pieces in double quick time. So don't forget to send only the grooviest stuff to qualify for a cart winning situation to: I WAS RIGHT ABOUT THAT SADDLE, PAUL'S TIPS, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1 3AU.

MEGADRIVE

NBA JAM TE

INFINITE TURBO

Need an added boost to your foot[illegible] of the court? Kev n Elliott [illegible] Belfast might just have the answer with a cheat to give your players infinite turbos so that when you hit the turbo button the meter never runs dry. On the 'Tonight's Match-Up' screen press A 13 times and then [illegible] hold A, B [illegible] C. Thanks Kevin.

It's NBA Jam, begorrah! (Best I could come up with)

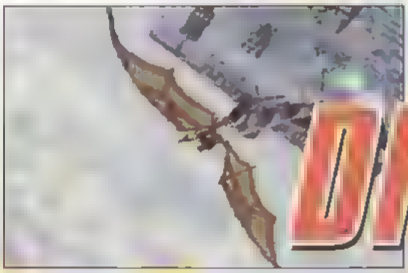
SATURN

LEVEL SELECT, WIZARD MODE, ROLLING, AND PLAY AS JUST RIDER OR DRAGOON!

Undoubtedly one of the best games of the last wave of Saturn software, Panzer Dragoon blew everybody's socks off away. So in readiness for the next generation of games, we've [illegible] some cheats to help you get the most out of it.

BARREL ROLLING MODE

Another code for the Difficulty screen that allows you to perform the most outrageous barrel rolls. Simply input RIGHT DOWN LEFT UP RIGHT DOWN LEFT UP RIGHT DOWN LEFT and UP for the words Rolling Mode appear and hit the DOWN button at which point you



PANZER DRAGOON

PLAY WITHOUT RIDER

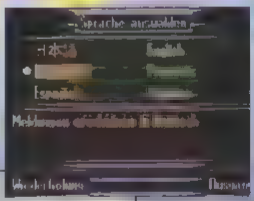
Bizarrely enough you can control the dragon on its own by changing [illegible] image of your [illegible] to Gorman Deutsch) [illegible] UP X RIGHT X DOWN X LEFT X [illegible] Y and Z on the Difficulty screen

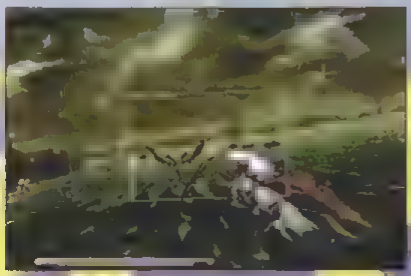
WIZARD MODE

Here's one for those people who thought the game was a little bit too easy for comfort. To make the game extra fast and tricky, firstly complete the game on Hard and enter L, R, L, R, UP, DOWN, UP, LEFT RIGHT on the Difficulty Select screen. The words Wizard Mode will appear and you're away!

PLAY WITHOUT DRAGOON

[illegible] wander than a dragon on its own is the rider floating mid-air firing at on-coming baddies. To play this mode you have to finish the game on Easy, completing all four levels with 100% hit rate on each level. And once again go to the Difficulty screen and enter LEFT LEFT RIGHT RIGHT UP DOWN UP DOWN L and R





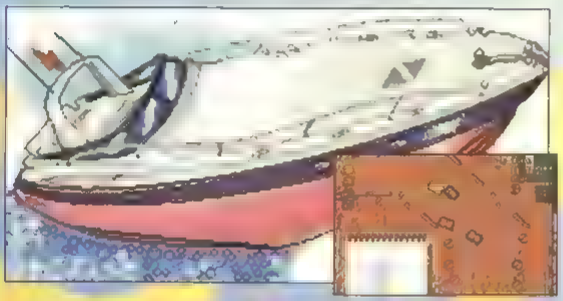
This guy could do with being mounted. Well that's my opinion

MEGADRIVE

Micro Machines 2 Turbo Tournament

LEVEL WARP

Those miniature racers speed into the tips section again thanks to Mark Crowther from Derby. According to Mark, if you take up the Challenge mode on the Bricks n' Trees level, complete one lap and then move towards the middle of the screen for a handy level warp.



Flink

CHEAT MENU AND SPELL RECIPES

Bit of an old trite now, Flink had the looks, but lost out in the speed department. Nevertheless, here's how to [illegible] hold DOWN [illegible] game menu [illegible] DOWN [illegible] RIGHT [illegible] RIGHT, RIGHT [illegible] T. The [illegible] spells, [illegible] don't kn[illegible] bo[illegible]

NBA LIVE '95

PRACTISE SHOOTING

Slam dunkers Thomas Tutt and David Kavanagh have discovered a [illegible] but tidy, hint for all [illegible] perfect their targeting [illegible] hold A and press START [illegible] off for some practise shooting.

BALLZ

FINISH HIM

Lee Mountford from County Durham sent in a whole load of tips, unfortunately many had been [illegible]. There is, however, this one [illegible] you to [illegible] bit of a [illegible] energy bar has [illegible] or a mighty blow, [illegible] button four times for the top [illegible]

POWERDRIVE

LEVEL CODES

Once again Dave Franck from Belgium comes, to the rescue. This month he's been working on nicely rendered Powerdrive from Rage. Cheers Dave

ROUND	PASSWORD	VEHICLE
1	NO PASSWORD	MINI COOPER, FIAT C NOVECENTO
2	ZVMK39N2T5GHXMGL	MINI COOPER
3	JHW8D3TSFKKG_6F2	MINI COOPER
4	03MK9ZXQNHF2ZZ6G	RENAULT CLIO WILLIAMS
5	4C4TF3280HK5HZM8	RENAULT CLIO WILLIAMS
6	GQC084ZCZKKB32KC	TOYOTA CELICA, FORD ESCORT COSWORTH
7	4R4MD37WF09SFR6R	TOYOTA CELICA
8	6Y4ZHNVS T9BWKBC	TOYOTA CELICA
9	BRC5SD PEGOT IB1	TOYOTA CELICA

GAME GEAR Ristar

BONUS CODES

[illegible] thing
Re[illegible]ur Game
y son[illegible]
Codes on the Pa[illegible]
Thanks to Gare[illegible] from York for the fo[illegible]
STAR
VALDI
MUSEUM
ILOVEU
MAGURO
DOPPEL
CANDY
AAAAA
XOXO[illegible]

CHANGE CHARACTER ATTRIBUTES

[illegible] Wrestling has [illegible] in a collection of tips to drool over for the big slinging extravaganza better known to us as WWF Raw. To change the character attributes for Diesel, Owen Hart, Bam Bam Bigelow, and Yokozuna, simply go to the character select screen and press B to view the stats. Now at this point press the following buttons at the same time depending on which character you want to change.

DIESEL	DOWN, C, A, START
OWEN HART	UP, START, C, A
BAM BAM BIGELOW	C, START, A
YOKOZUNA	UP, C, A

PITFALL: THE MAYAN ADVENTURE

LEVEL SELECT

Even though we printed an extensive Player's Guide to Harry's adventures a couple of months ago, it's clear that several gamestrels are still [illegible] — if in doubt, [illegible] heat thanks to [illegible], Birmingham [illegible] he logo has crash[illegible] appeared [illegible] RIGHT, UP, B, L[illegible] move the curs[illegible] and push UP to re[illegible]

JIMMY WHITE'S WHIRLWIND SNOOKER

WATCH A PERFECT 147 BREAK

Remarkably this is the only cheat we've received for Jimmy's ace snooker sim. It's not so much a cheat, more a training exercise to show you how [illegible] Paul [illegible] Steve [illegible] Jimmy [illegible] Alex [illegible] Ronnie [illegible] correct [illegible] flashing [illegible] the main C[illegible] and watch [illegible] of the 147 [illegible]

FEVER PITCH

PLAYER'S GUIDE

They push, they shove, they score goals now and again. Those turf tearing 'characters' from US Gold's 90% scoring Fever Pitch are back, but this time they've come to help! However unlikely it may seem from the likes of Barger and Gdiverman they've invaded the tips pages with the intention to help in an exclusive Player's Guide to all the moves, grooves, and hidden cheats you could possibly need. MEAN MACHINES have been in touch with the creators of the game to get the in-depth report on the essential weaknesses and strengths of every special character in the game and all of their specific techniques.

TOURNAMENT MODE

Now's your chance to build up the ultimate team of special players that will lead you to success in your first round against Kuwait you *must* score more than three goals to qualify for the option to recruit a star player. In the first selection the choice is between either Marco 'The Marker R gatoni' with his amazing adhesive marking abilities, or Peter 'Cheesy Keeps' Stilton — goalkeeper of the rich and flukiest. The best option here is to enlist Cheese Boy Stilton as soon as poss to prevent your goal from being torn apart by a barrage of high velocity cannonball attacks from the opposition.

Once old Stilton is in place and guarding the goal mouth it's time to get to build up a secure defence. Now this is the correct time to employ the passionate Italian romancer, Marco. Place him in the centre of the defensive wall to make sure that all of the opposition attacks are brought to a sudden halt by one of the greatest markers in the business.

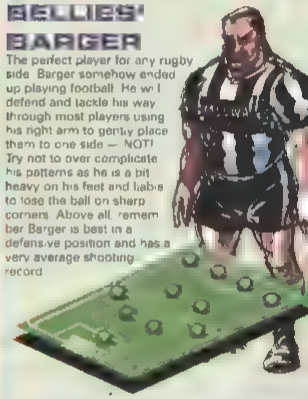
As the tournament continues, other players will be wanting to join up with the team, and as with any football team the key to league success is careful positioning of the right man in the right place. To assist you in your managerial responsibilities analyse the following info on the players and their talents.

PETER 'PLAYMAKER' PERFECT

Spot-on accuracy whenever passing to fellow team mates, makes Peter an integral part of any team. Place him in the heart of the action after successive attempts have failed, and watch him pass the length of the field for a golden goal scoring opportunity.

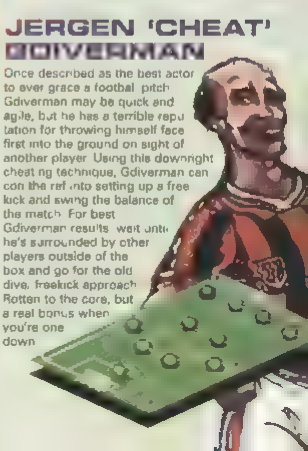
BARRY '10 BELLIES' BARGER

The perfect player for any rugby side. Barger somehow ended up playing football. He will defend and tackle his way through most players using his right arm to gently place them to one side — NOT! Try not to over complicate his patterns as he is a bit heavy on his feet and liable to lose the ball on sharp corners. Above all, remember Barger is best in a defensive position and has a very average shooting record.



JERGEN 'CHEAT' GDIVERMAN

Once described as the best actor to ever grace a football pitch Gdiverman may be quick and agile, but he has a terrible reputation for throwing himself face first into the ground on sight of another player. Using this downright cheating technique, Gdiverman can con the ref into setting up a free kick and swing the balance of the match. For best Gdiverman results wait until he's surrounded by other players outside of the box and go for the old dive, freekick approach. Rotten to the core, but a real bonus when you're one down.



ERNIE 'LE STRIKER' CONTAINER

Ern e younger brother to Eric has a right foot on h m like a cannon and his ab lity to curve the ball to near right angles is a bonus to any team. Not only s his power a pleasure to witness, but it's also a key tool in weakening the opposition's as they cower in the path of his pace ba control and twisting. Only Tricky comes anywhe e near his tal ent but even he can't match the sheer power of the continenta goalscorer.

MARCO 'MARKER' RIGATONI

Marco s special moves cannot be used by the player but stick him the r ght spot and admire the boy and his te acity when it comes to stick ing to and stealing the ball from players on a break. Sign him up as soon as you get the chance.

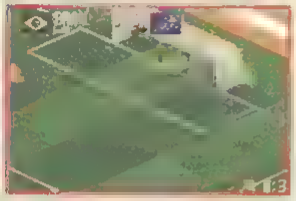
ICKY 'TRICKY' DISCORAMA

Tricky is the crème-de-la-crème of any footba lar on a Fever Pitch side. He is fast of the mark, able to control the ball even when twisting and turning away from his opponent, and what s more he has an incredible ability to jump tackles whi e still controlling and holding onto the ball. Use Tricky to charge the other team and run the wings allowing his speed and ball control to leave the other side gobs macked in a trail of h s dust. But watch out his pace may be impressive but his shooting skills aren t quite so hot.

Our guide takes you right up to the goal and beyond!
Tip: When you get into this box here, kick.
I suppose it all makes sense if you read the tips.

EMO '
BALL-BLAZER'
BIKOMOZO

Last, but certainly not least in the Fever Pitch hat of 'pain' s Bikomozo. With the ability to sog the ball so hard it reacts with the friction in the air and instantly bursts into flames, Emo is the ultimate front man for any success hungry team. For the best results, team Emo with Playmaker, ensuring Paymaker feeds the young goal destroyer with plenty of opportunities. Now sit back and watch the score shoot through the ceiling.



ON THE BALL!

Now you've studied the players special abilities optimum positions, the time has come to take to the pitch and practise these moves to really send the results sky high and to the top of the league.

CORNERS

From the corner flag cross the ball with the A button after picking out the player you wish to pass the ball to. As the ball is crossed, carefully wait until the ball is in position, and then use the B button to head the ball into the top right or left corner of the open goal. If you are crossing the ball during a forward play, use Tricky to run the wing and then the B+C buttons (C six button) to cross the pass. Again wait until the ball is in position and use the B button to send it home and dry. Alternatively, if the ball is crossed you can use the B button to slide your chosen striker into a goal scoring opportunity. Don't worry if these moves seem a bit tricky at first, as practise is required to master the control system.

FREE KICKS

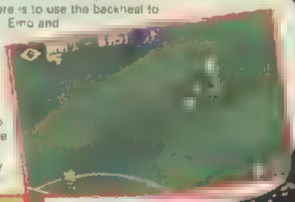
Firstly use the directional marker and place it on the point of the most outer section of the arc in which you want the ball to go and hit the B button. Then move the marker into the area of the goal that you want to target and press the B button to set the height. Now don't forget to pound the B button once more to send the ball rocketing into the net. Use the D Pad to set the after touch once the ball is in flight.

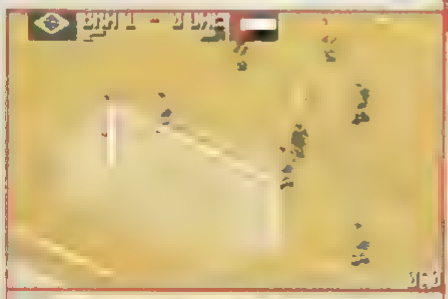
PLAYING DIRTY

No one likes a dirty low-down rotten cheat, but also no one likes to lose – so use your opportunity to foul off the ball as much as you want. During a throw-in, if you press the B button this will kick the opposition to the ground and leave him rolling in agony. What's more flying headers (headbutts!) are another source of foul play that is guaranteed to result in a bone crunching collision.

BACKHEELS

The B+A buttons (Z six button) on the used together act as a backheal pass to create confusion and space when confronted by another player. A top tip here is to use the backheal to allow the forwards Emo and Ernie, to get forward into position. Also in a goal mouth scramble for the ball backheading is a cunning method to give the team some extra space for a golden opportunity.





Look at the box marked 'corners' now

And this is when you win

FEELING HOT, HOT, HOT! FEVER HOT!!

WIN

A WEEK AT TH BOBBY CHARLTON INTERNATIONAL SPORTS SCHOOL AND COPIES OF FEVER PITCH!

How many times have you heard grown ups whine on about consoles and how when they were kids they used to play outside in the fresh air? Funny how the number of reported cases of pneumonia have dropped over the past couple of decades. Still s'pose they've got a point and stuff, and that's why we've given our wholehearted support to US Gold and this amazing Fever Pitch compo.

So what's in it for the for you?... Well two lucky funsters will spend a whole week training to be true footballing stars at the widely acclaimed Bobby Charlton International Sports School, a must for any football fan!

For the week the winners will be given first class training from fully qualified, experienced coaches who will concentrate on developing footballing skills to the max. What's more, they'll get a visit to Old Trafford for a tour around the ground, and even receive visits from the stars. But that's not your lot, as five lucky runners up will still have fun on the console footy field with a copy of Fever Pitch for their Megadrive. What are you waiting for? Grab that thinking cap, a pen, and postcard, a stamp, answer the question below, and run as fast as your legs will carry you to the nearest post box to try your luck for a prize.

TWO FIRST PRIZE WINNERS

A WEEK AT THE BOBBY CHARLTON INTERNATIONAL SPORTS SCHOOL

FIVE RUNNERS UP

COPY OF FEVER PITCH
FEVER PITCH T SHIRT

QUESTIONS

1. Name the Fever Pitch character with a passion for chips, beer, and fighting. Is it?
   A. — Billy 'Bashing' Bunting
   B. – Barry '10 Bellies' Barger
   C. — Bernie 'Blighter' Beefer

2. What's the name of the player who throws the ball in Baseball?
   A. — The Bunger
   B. — The Pitcher
   C. — The Jobber

3. Who is Bobby Charlton's famous TV weather personality daughter?
   A. — Michael Fish
   B. — Ulrika Johnson
   C. — Susan Charlton

Now pop your answers on a postie (postcard not a friendly Royal Mail employee) and send them on their way to: FEELING HOT, HOT, HOT! FEVER HOT!!, FEVER PITCH COMPO, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

RULES

[illegible] EMAP employees or their families may apply for it. However, if a name is drawn, it will be selected from correct entries. The Editor's decision is final and no correspondence will be entered into. Winners will be notified and competition results printed in a later issue of MEAN MACHINES.

Light Crusader

BY

RELEASE

PRICE

70A

GAME TYPE

1
PLAYERS

16
MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY HARD

CONTINUES 0 PASS SAVE

PASS LEVELS 1

RESPONSIVENESS BRILLIANT

ORIGIN

Belatedly entitled Robyn, Light Crusader is a classic example of the isometric adventure. Fits next to Landstalker.

GAME AIM

Unravel the mystery of Green Row, where the peasants are disappearing. The answer lies in a multi-level puzzle dungeon.

BEAT THIS

Diary of David, Gentleman Adventurer and fop.Today, I arrived back in Green Row, my home town, after some years of travelling and gaining experiance in foreign lands and the gay parlours of the capital cities of Europe, in the service of our great liege, Frederick. I can hardly say it pleases me to return to this one-horse town, but I was summoned by an urgent plea from our lord.

I started to smell the peasants some miles out. As I passed through the decrepit environs of the Black Forest backwater (famous only for cherry cream sponge and a dance where men slap each other's buttocks), I perceived a sense of uneasiness. At first I thought it was my apparel of tight jodhpurs and jelly threads and shoulder-length coiffured blond locks that unnerved the filthy wretches on the wayside. On reaching the castle, I discovered that actually there have been some strange of abductions of late. The town's population is dropping faster than from cholera in the town well. The people are full of rabid talk of demons prowling graveyards and the like, and the whole affair looks like casting an unwelcome shadow over the annual cheese-sniffing festival.

ght sader

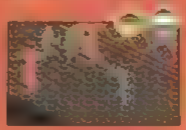
MAYBE, BUT NOT A LOT

FIRE

EARTHQUAKE
FORMULA: Earth

HEAL

EFFECT: A spell to deal with the effects of poison



EFFECT: Fields a magical aura around you that sustains a

EFFECT: Scatters your enemies and breaks their attack down

FORMULA: Air + Fire + Earth + W

EFFECT: The union of ele

MAGIC SHOP
[illegible] of the [illegible] are readily available

GOING DOWN

The dungeon consists of four large levels. Within each is a series of distinct rooms. Some are filled with enemies, others have hazards, and others are full of puzzles that are normally a mixture of dexterity, timing and lateral thinking. Tackling frightening boss creatures also make up part of the work in your dungeon jaunt. Here's a sneak peak at oubliettes one to three.

LEVEL 1

Your first few visits will be gameplay and getting simple tasks...

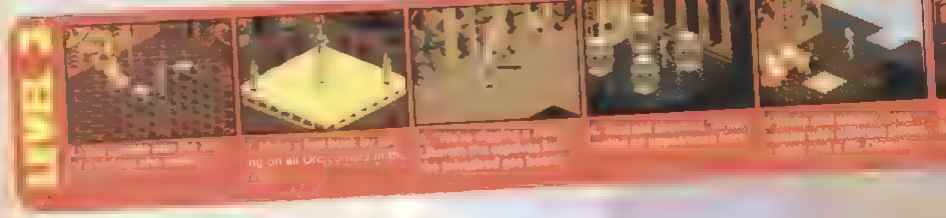
MAKING FRIENDS AND INFLUENCING PEOPLE

As you travel through the catacombs, you'll gradually liberate the captive townsfolk. These are being held in a variety of novel ways and as a reward they'll bestow their gratitude with a titbit of information...

You need to cross the culvert gap to get any further.

LEVEL 3

A wooden corpse, a round village and a drawing map...



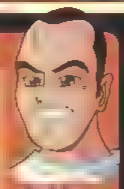
LEVEL
2
In order to break the spell, I've heard that we need the
It had been a while since I was last in Green Row but I was really looking forward to returning.
BOMB
BARREL

BOMBS, BEAMS AND BARRELS

The dungeon chambers of Light Crusader are frequently separated by heavy doors that cannot be opened by any normal means. Blasting them open is the only option, and there are various incendiary means of doing this. Bringing the explosive into range of the door often constitutes a puzzle, but our David is a bright lad

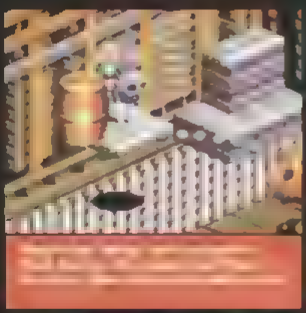
THE CRYSTAL MAZE

COMMENT



Treasure will obviously try their hand at anything!! the frenzy of Gunstar; the madness of Headdy; the bassiness of Alien Soldier and now a fully-fledged medieval slash-a-thon in the form of Light Crusader. The end product, after a very protracted creation (we first previewed this as Relayer, early last year) is a fair testament to their programming skill and ingenuity. Light Crusader is a highly original mix of puzzle solving, object manipulation and combat. The strength of the game is the way it gels these elements together in the form of a huge dungeon quest.

However, there is a danger that this subtle merits of the game could get lost and for it to appear, well, a bit boring. The first level is too gentle an introduction, and sometimes, just when things are getting quite exciting, the pace slackens off and you are left to wander. I also think it's our duty to pass out a quite-easy-game warning for Light Crusader — it's all too easy to save and continue. That's a shame, since the game looks fabulous, is intelligently constructed and frequently gives real player satisfaction when you overcome its hurdles. Knocks the shoddy likes of Addams Family Values into touch, where they belong.



COMMENT

After the disappointing Alien Soldier (well, I thought it was crap, anyway), Treasure hit peak form again with the stunning Light Crusader. Although the game has been in development longer than most RPGs, it's easy to see where all the work has gone — it looks stunning. LC's closest comparisons are the old Ultimate games, and the simple puzzles each room offers offers a welcome breather from more complex RPGs. However, the 'push X to Y to achieve Z' formula may not appeal to all, and whilst there is a greater mission, I somehow doubt LC's lasting appeal. True, there's plenty to see and do, but then again so have Thor and Soleil, and I guarantee they'll last a bit longer than this

GIVE US THIS DAY

GRAPHICS 94

ANIMATION 87

SONICS 85

EFFECTS 84

PLAYABILITY 92

LASTABILITY 79

OVERALL

80

The best gets even better!

We've got a wealth of new additions lined up for the July issue of PC Review. Here's just a few to whet your appetite...

EASY-TO-USE TUTORIALS

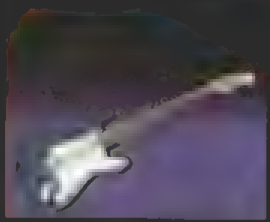
Expert advice and crystal clear step-by-steps guides to getting the most out of your PC - whether you're using it for graphics, DTP or even lottery predictions...

INTERACTIVE

[illegible] your own, expanded version [illegible] features of the very best in multimedia

US TODAY

The best products, the latest news from the country's premier E3 consumer electronic show in Las Vegas

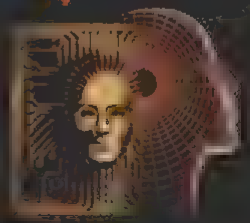


GRAPHICS GALLERY

From beginner to expert, we'll take you in hand and show you how to create stunning visuals like this.

ARTIFICIAL INTELLIGENCE

What does it mean? How will it affect you? Plus - make a date with an AI partner.



GAMES

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MEGA GAME

KONAMI

NOW

IMPORT ZONE

SHOOT 'EM UP

1-2 PLAYERS

CHEATING JOYPAD

INSANE DIFFICULTY EASY

CONTINUOUS UNLIMITED

SKILL LEVEL 8

RESPONSIVENESS EXCELLENT

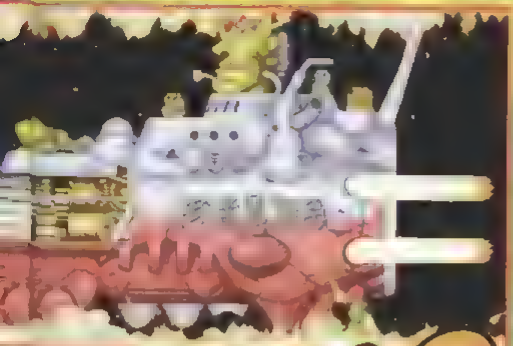
Deluxe Pack is a conversion of Ultimate Paradius, an earlier 3DO game, which itself is a parody of earlier Konami outings.

Blast, blast and blast your way on a voyage of absurdity and shoot 'em up nonsense.

Ah, Jenkins! Come in and sit down. Now, I have here your record. You've been at the Department of Civil Defence Planning for some six months, and by all accounts you've settled in". "Yes, Under secretary". "But, as I'm sure you'll appreciate, Jenkins, some of your recent reports have raised some eyebrows. Here's one directive — for the training of an elite squadron of naked pigs; another for research into training penguins for aerial combat duties. You have also filed reports about beings from another world, 'bunnies' you describe them, preparing to attack Earth with a large, cream-filled piping bag.". "Yes, Under secretary". "Now, Jenkins, just say I was prepared to stretch plausibility to its limits and believe your 'invasion' warnings. Why would our current conventional forces be inadequate and instead require this 'menagerie' to launch a counter-attack". "That would be because the enemy have constructed an impregnable fortress made of Battenburg cake, fortified by large pieces of kiwi fruit". "I see. It's all beginning to make sense. Would you like to wait outside Jenkins. Oh, and don't mind the burly nurse in the starched uniform with a moustache. Nothing to worry yourself about....those fast-track appointments. .".

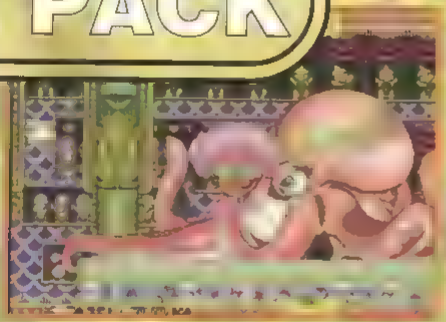
PARO DELUX

RIDICULE IS NOTHING TO BE SCARED OF

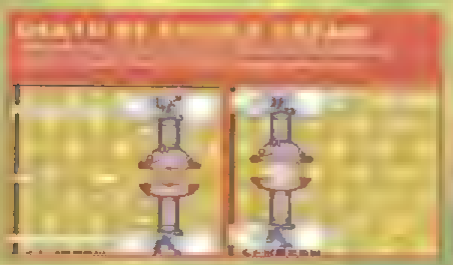


ODIUS

KE PACK



THE MAGNIFICENT EIGHT



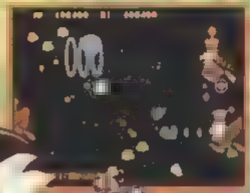
COMMENT

GUS

Parodius is one of my all-time favourites. It was one of the first SNES games I played and it convinced me of the machine's and Konami's brilliance. Three years on, the follow-up does not have the same stupendous effect, but it's still a wicked piece of game alchemy. Ultimate Parodius has the same killer combination of cuteness, attention to detail, graphical excellence and stupidity that marked out the original. And even the original is on here for good measure. I must say, I prefer it. The clown level is one of my favourite sequences in game history. This game is a delight for shoot 'em up fans, and a relief for Saturn owners who have put up with a barrage of concept games, too eager to experiment with the hardware at the expense of playability. This is simple, fun and deserves to be a huge hit. One warning for buyers of the import version — it has unlimited continues, which spoils the game considerably. The official version will have five continues max, Konami tell us. Discipline yourself to that or risk spelling the game.

IT'S A MAD, MAD, MAD, MAD...

If Parodius is [illegible] enough for you there are ways to make it more to your taste. There's straight skiing settings with [illegible] opposing on the too-cute. There's a two player mode which is a complete scream, and the amount of power-ups for power-up hungry [illegible] on screen. There is also two special stages [illegible] to the [illegible]. The first [illegible] is a [illegible] and the second [illegible] game. The [illegible] has been completely [illegible] to suit the [illegible] breaks [illegible] enemy sprites [illegible]



ORIGINAL AND BEST

The [illegible] features [illegible] bonus [illegible] players [illegible] engaging [illegible] a [illegible] eight level shoot-'em-up of its own [illegible] hailing from 1990. It's an all-time [illegible] Even on the [illegible] machine some of the effects [illegible] levels astound. It's a magnificent addition to the package.

My name's Scottie Pippin AND I SELL ICE CREAM

COMMENT

PAUL

For me, the original Parodius was the ultimate in shoot 'em up on the Super NES. Its mixture of rock hard level settings and completely hat-stand game environments shook the foundations of run-of-the-mill blaster clones. So I'm over the moon that not only the original, but also the sequel, are packaged on the Saturn. The graphics are stupendous, try counting the number of sprites on screen when confronting the Panda Ballerina; and the music is tremendous, fully exploiting the Saturn's sound quality. There are those, however, who have criticised this version for being too easy — a problem due to the infinite continues on the import version — but we have been assured that these will be removed for the UK release. Another rock solid release for an ever growing Saturn portfolio.

[illegible]
90
- Famous [illegible]
- Two dimensional layout.

[illegible]
80
- [illegible] amount
- Hilarious animation on the [illegible]

[illegible]
92
- [illegible] music and atmospherics! The music really drives the game along.

[illegible]
77
- The effects are silly enough to suit the game. Power-up announcements and big bangs.

[illegible]YABILITY
93
- Compulsive, intensive action. Moments of memorable mayhem. [illegible]

[illegible]
84
- [illegible] special modes provide gratification from here to eternity.

[illegible]VERALL
A useful and desirable addition to the Saturn library, and an essential part of a shoot 'em' up collection.

90

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SEGA

RELEASE: JUNE

PRICE:

GAME TYPE: SHOOT 'EM UP

1-2 PLAYERS

24 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY

SOUND

CONTINUES

SKILL LEVELS

PERFORMANCE

ORIGIN

The most recent Animated Series Batman incarnation in the lineage for video adventures, and Sunsoft's Predecessor

GAME AIM

Work through various 'episodes' defeating henchmen and meeting huge bosses.

BEAT THIS

Down at Gotham City Home for the Mentally Deranged, some of the inmates are implementing their own brand of 'Care in the Community'. Instead of waiting for some wall-mossing social worker in a chunky-knit jumper to give them day release, they decide to blow a hole in the antiquated building and make a run for it. Batman's greatest enemies that is. Lady Tatcher was tempted to throw in her let with them, but like Donald Pleasance in the Great Escape, she failed the pin on the cell floor test. Klaxons honked, searchlights swept, and news reached Wayne Manor (or wherever it is) just as Bats and Robin were having their cocoa before turning in for the night. Even as these reports registered, and they were getting into sweaty lycra outfits, news of a raid on the Gotham City Bank came through...so they decided to get changed back into their bat gear and investigate. And this is what they saw...

the adventures of BATMAN & ROBIN

ACTION IN THE AIR!

...man and Robin mount a set of precarious scaffolding, con... ...vinced of finding more than Harold Lloyd or a guy wearing ... Lee jeans at the top. Correct, bat freak! As Two-Face's ... ...dinibu... ...ooms overhead ... ...gangster ... ...dynam...

ACTION ON THE SKIES!

Batman spreads his parka wide and defies gravity, and the ...gions of helicoptering foes. After battling a ludicrous num... ...er of jets, bombs, missiles and bi-planes, he's expected t... ...ke on ... ...with rasp... ...sers and ... ...out of ...

Horror in a tub of Haagen Dazs

Face Molly Weir in the Flash floor standoff

COMMENT

PAUL

I knew this was going to be a cracker the moment I laid eyes on it at the Work In Progress stage. I was totally engrossed by the frenzied Batareng action and the incredible use of perspective — just check out the design of the crane and the way it moves! What's more, for a change the characters have been faithfully recreated from the already fab animated series and include all of the old favourites. It also seems that the programmers have sorted out the problem with the difficulty setting that made the original version just too hard. That's not to say the game is easy in the slightest — I guarantee you'll still be slamming that joypad down on a frequent basis! A rare platformer worthy of your money.

Horror in an elevator

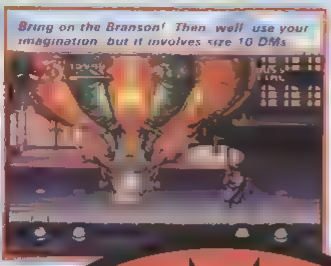
The word dadaist springs to mind, but then I'm a snob

He had a big bag marked swag

ACTION ON THE GROUND!

Batman and Robin patrol the the streets looking for trouble, and find it in a horde of Joker's minions carrying torches and bags marked 'swag'. Naturally suspicious, the dynamic duo get about extracting confessions, applying 'Rodney King' cosmetics. Ge

'Cos you're a baddie, I'm going to let rip right over you



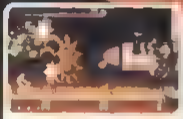
COMMENT

GUS

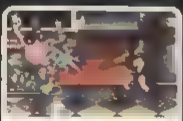
Batman hasn't changed a great deal since we first saw it for a Work In Progress. In appearance anyway. However, Clockwork Tortoise have chickened out and made it easier at the last minute, for what was shaping up to be one of the hardest Megadrive games ever. I thought at first that they'd gone too far in the other direction, as energy replacements cascade through the early levels. But it soon gets unreasonably difficult. But pleasantly so. Batman kicks in that masochistic pleasure enjoyed by real gameplayers, who are rarely catered for (Earthworm Jim, at my last recollection). Tears, tuts, sighs and joypad tantrums lie within its chips. Visually it alternates between impressive and simplistic, but always stylishly sonically, well it sounds like Tyzone did the music. It's Sega's big summer title, it's a big platform shooter, it's a good game, it's a worthy purchase.

YOUR 'RANG, M'LORD?

...e boys bring a hefty supply of their patented Batarangs wit...em. Handy bat-sized nuggets of razor-sharp metal that slic... their foes in... chunk-sized ... ...re thro... ...tab... ...our-coded ... ...changed ... ...pick... ...hat-s... ...n fisc... ...th... ...left ... ...d of ... ...w...



RED (SPREAD)
The best all rounder, with fire splitting up to three ways.



BLUE (LECCY)
Charged and ultimate, potent weapons, but weak at first

GREEN (DISC)
Limited weapons unless left to power up

ACTION IN A DISUSED FACTORY!

Amongst crates, consignments and PO staff having a sly ...tab', Bat... ...tomers across a joke... ...in a jet-... ...propel... ...and ... ...crane ... ...ender... ...s of ... ...z.

GRAPHICS 89
...ing use of ... nice boss... ...and the styl... ...animated scenes... ...s in places.

ANIMATION 90
... of ... ...ing bonkers etc.

MUSIC 86
...ster's Zipton ... ...-sound... ... ...tional crescendo, an ...ndpoint number.

EFFECTS 84
... and the ... ... The ... ...ssibility.

PLAYABILITY 88
... ...ation, and ... ...ing ... ...ayer mayhem ... ...ion for too long with ... ...ampling.

LASTABILITY 84
... ...ing in fact ... ...it lacked ... ...s a compulsive edge.

OVERALL
... ...ssed Revival. ... ...ot a mediocre stage, ...right there.

87

SEGA

NOW

SHOOT EM UP

1-2 PLAYERS

CONTROL: JOYPAD

SKILL LEVEL: 2

Grand Chaser takes the form of a futuristic racer, like SNES classic F-Zero.

Beat four opponents in each of six planetary circuits.

GRAND

There have been several great 3D racers developed for the Saturn, but few age without people bad mouthing them. Sega's very own Virtua Racing has arrived more than a little late, never passed beyond the 'ugly duckling' mark. Then came Virtual Rally, which was a bit more promising. Something blessed with the impression of the wheel becomes... And charted — the [illegible] fast trolleys, the [illegible] Pleasant Peasantry, the Pleasant Peasants... But in the [illegible] one more league and [illegible] Seconds. We're [illegible] speed for the [illegible] seconds. We like the feeling of [illegible] together with nice, spectacular [illegible] and hovering [illegible] of the future. And we're [illegible] by racing on earth. We cross the galaxy for eight years, [illegible] alien races, [illegible] to build a nice big race track on their funny little planets. I have seen the future — it is called Grand Chaser!

SPACE MOUNTAIN

The harsh terrain of the Irak worlds exists [illegible] to nothing other than [illegible] racing, as you'll clearly see. Two separate tracks for each planet.

TERRA

Typical hospitable planet with [illegible] Blocks and [illegible] waterfalls.

GLACIES

The obligatory skiddy ice world and we don't mean handling. There's secret passages [illegible] them that [illegible]

[illegible]

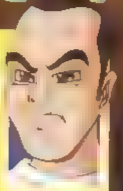
Planet of the Desert boats, the main feature being [illegible] racing games is [illegible] loss.

CHASER

SLED SLUTS

Before you race, peruse the ing set of wheel-less wond Everyone has their 'pe sports-type, the g type. In addition to the sleds themselves, are the performance of the engine, braking

The colt it death canon. Actually, the don't.



Daytona has provided us with an early standard for Saturn driving games. I can accept that it's unlikely there will be a match for it, but even so, Grand Chaser looks pretty poor in comparison. Graphically it's okay, with a smooth one-player mode and reasonable split-screen option. But the courses are bland, the game so dull and the control unrewarding. I had trouble concentrating after half an hour' play, so despite the misleadingly 'alright' appearance, my opinion of Grand Chaser is that it's a right dog's dinner. The presentation is sparse, and the story of the 'story mode' virtually nonexistent. All adding up to a game worth missing.

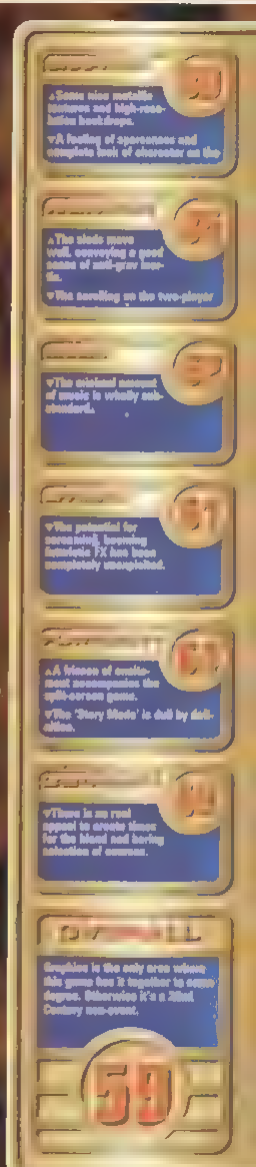
That boy in the bandana tasted good.

Whizz Oh, there go my hopes for this. What I thought had all the potential to be better than Daytona is actually a shoddy, unresponsive racer requiring little skill as the player crashes through the levels. Graphically excellent, but what good is presentation if there's stuff-all underneath. File with Gale Racer and Astal under 'crap.'

Kneel your heart ... ds and ... eyes on the stars. Thanks Casey. Then take on this windy city with its dragon ... race!

... AMES

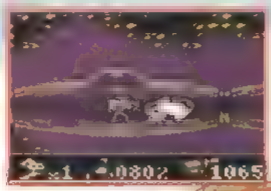
Terrifying work ... the lava-tex ... fare ma ... phe ... Even ... s smoky, ... ty, ... with a fe ... nders de ...


A Some nice realistic textures and high-resolution backdrops.
▼A feeling of sparseness and complete lack of character on the
A The sleds move well, conveying a good sense of anti-grav inertia.
▼The scrolling on the two-player
▼The minimal amount of music is wholly substandard.
▼The potential for some kind, licensing Sensible FX has been completely overlooked.
A Waves of excitement accompanies the split-screen game.
▼The 'Story Mode' is dull by definition.
▼There is no real appeal to create times for the bland and boring selection of courses.
Graphics is the only area where this game has it together to some degree. Otherwise it's a 32bit Century non-event.
59

EARTHWORM JIM

He started life as a twinkle in the eye of a programmer, and now he's the talk of the console market, and even starring in his very own animated adventures! He is of course Earthworm Jim, and he's Game Gear bound with a mission to revolutionise platform gaming as we know it.

The scenario is the same as before — evil old Queen Slug-For-A-Butt kidnapping the lovely Princess and Jim being the only available worm character with a cybernetic warsuit. And what's more all of the levels appear to be in presence, so the real question is how does it play? Shall we have a look through the round window. .



death chickens, begorrah!

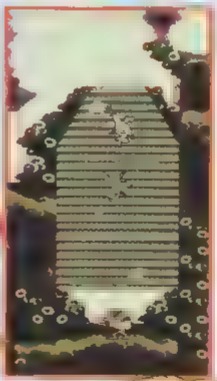
MR WHIPPY

Jim's new cybernetic war suit comes fully equipped with its very own built-in plasma blaster, ideal for fending off the forces of darkness in the rear form of the Butt Slug. Already loaded with a whopping 999 charges, the trusty sidearm can also be upgraded to fire off huge enormous blast and provides protection up to a point that point being when the magazine runs dry. From this crucial moment on Jim can find another cartridge or it's a case of using his head, quite literally as a ball whip.

EARTHWORM JIM

HOOKED ON YOU

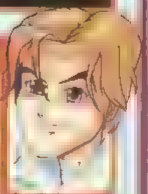
In the course of Jim's adventures, the majority of power ups dangle temptingly from hard to reach places. And try as he may, Jim cannot reach them by normal methods alone. Instead our wormular hero must make use of his own body in a whipping action to clasp hold of the convenient secreted silver hooks and swing to bonus bonanza.



OOH ME ASTEROIDS!

There's no such thing as a free lunch, and the same applies for picking up another can of worms continue at the end of the Andy Asteroids 1D race with Psy-Crow. With all rockets at full speed ahead, Jim must collect a minimum number of plasma globes to qualify for another chance to save the beautiful Princess What's Her Name. To help him in the battle with the Crow, Jim can also collect nitro jetpacks and shields for added speed and protection.

I can't believe how good this conversion is. The Megadrive version of EWJ is one of my favourite games, and my hopes for the hand-held game weren't high. However, Eurocom, the team behind the conversion have crammed in most of the recognisable elements of the 16bit game. Similarly, whilst it obviously suffers in the looks department, Game Gear Jim has all the playability of the original. Andy Asteroids, What The Heck, Psycrow... everything seems to be there in a new level format, and is every bit as fresh as the Megadrive game. Essential for all Game Gear owners..



Prepare to be amazed! This is absolutely the best platform game I've ever seen on the Game Gear. The graphics are stupendous — fully capturing the animation, fluidity, and colour of the original 16-Bit version. Even the levels remain pretty much intact bar a few bits and pieces that have been excluded due to memory restrictions. All in all the team at Eurocom (responsible for the 8-Bit conversion) have achieved miracles in transforming one of the best platformers to ever hit the Megadrive onto a system that has been neglected recently. A 'must buy' for all Game Gear owners.

91
▲ Absolutely fantastic! The animation, colour, and fluidity are all in evidence. A true achievement of on the Game Gear.
91
▲ If you witnessed the original you won't be disappointed.
▼ Shutdowns on the odd occasion.
▲ A valiant effort to re-create the control of its 16-Bitting brother.
▼ But suffers from the Gear's weak control stick.
▲ Best appreciated with a pair of headphones, surprisingly effective for the Gear.
▲ The 8-Bit version captures elements of the control of the original.
90
▲ Even on Hardcore mode you'll have a laugh. Easy completing, the entire game.
OVERALL
It has to be said that this is one of the best looking and best playing platform games on the Game Gear. Fantastic.
90

BY

RELEASE

PRICE

GAME TYPE

1-4
PLAYERS

16
MEG

BREAK DOWN

OPTIONS

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

ORIGIN

GAME AIM

BEAT THIS

80 MM SEGA

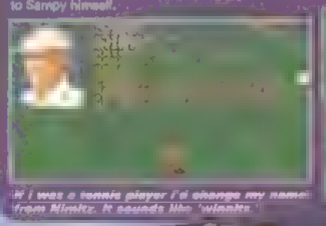
PETE SAMPRAS TENNIS

Wimbledon is often a time for shock results.Becker, Stich, Agassi and Sampras. They arrive unknown to us Brit tennis 'experts' whose knowledge of the game extends from the last week of June to the first week in July and barely past the price of a punnet of strawberries. When Sampras took the title, it meant instant stardom. In Britain, tennis is Wimbledon and Wimbledon is tennis. Although we imagine the Wombles would think other wise.

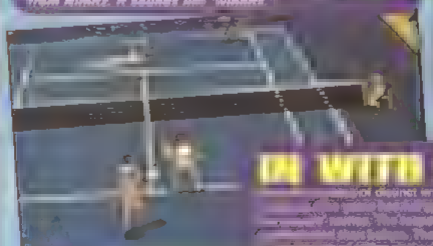
Codemasters scored a similar shock victory with Sampras last year. Nobody seriously considered tennis being a big hit on the Megadrive, with the pile of other sims already out, but the quality of the game took it to number one. We guess they have similar hopes for this year's incarnation. In many ways it's much like its predecessor, but the team have added more than a few features that make it worthy of our, and your attention.

WORLD WIDE WIB

The core of the game is the single player tournament option. This doesn't cover the conventional tennis circuit, but is a series of encounters with each of the computer opponents leading up to Sampy himself.



If I was a tennis player I'd change my name from Nimitz. It sounds like 'wimpitz.'



IN WITH A SHOUT

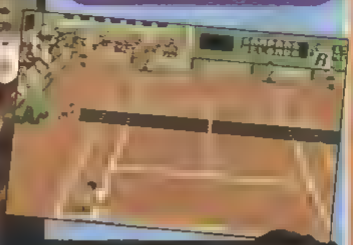
...of distinct improvement from original Pete

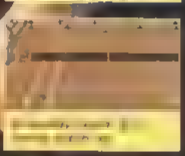
...for badly behaved players.

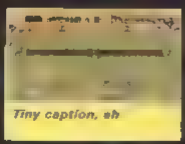
AS '96

UK ROBOTICS

There are two hidden modes (at least) allowing you to take the game setting beyond the final frontier, and also play with a superhuman character. We will be revealing the methods in next month's tips section...

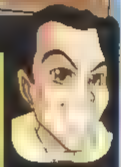






Tiny caption, eh

COMMENT



STEVE

Against all the odds, Codemasters have managed to make the greatest Megadrive Tennis game even better. I really hate clichéd comments, but whilst Sampras '96 retains the playability of the first game, the addition of extra shots and the parallax on the court, really does make it easier to play. The additions are nothing major, but the difference is like a year-old car that has never been serviced, and one that has. Everything about Sampras '96 is geared towards making the game simple to pick up, yet behind the deceptively easy facade lies a game with more shots and skills than Martina Whatsername. Smart.

COMMENT

GUS

After three years, the Megadrive finally produces a tennis game that beats Super Tennis on the SNES. It certainly outdoes the original Pete Sampras, which had loads of playability, but no so much in terms of graphics and sound. Rightly, Codemasters have avoided making the game itself unnecessarily complicated although there is the chance to develop special tactics and shots. Instead, they have sought to improve the atmosphere of the game, to match that of real tennis. They have succeeded. The player reactions, the crowd, the umpire and animations all combine to produce a game that's great to watch as well as play. Reintroducing the J-Cart for free four-player expansion is an added bonus. This IS the definitive 16bit tennis game of any format. Don't look any further

MEGA GAME

GRAPHICS 90

Nice court and players, with all the standard ball boy/girl bits.
▼Little variety.

ANIMATION 84

LASTABILITY 88

OVERALL 92

ACCLAIM

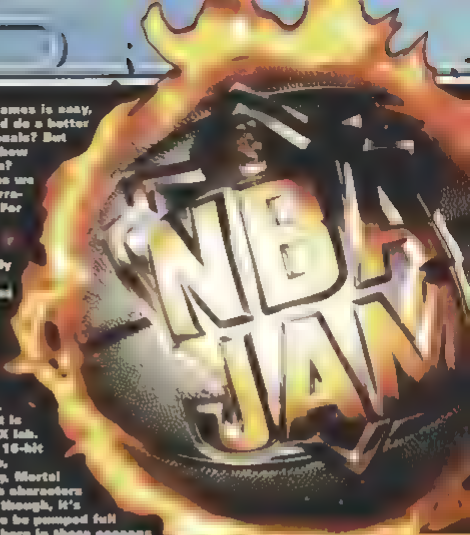
JUNE

SPORTS SIM

1-4

32

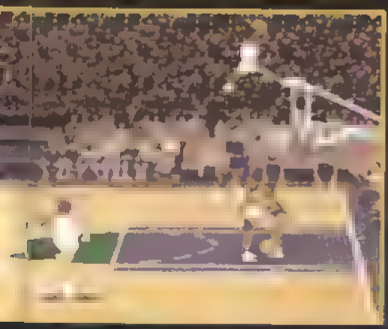
So, you think making games is easy, huh? Reckon you could do a better job than the professionals? But do you have any idea how games are really made? Well, prepare to find out now, as we take you on a tour of the subterranean laboratories of Acclaim. For it's here that all their gaming experiments take place. Here, on the operating table we see the Judge Dredd sprite, his body grotesquely stitched together from the parts of old Alien 3 and Stargate characters. Obviously he's ready to be reused as spare-parts in another game. Grief, what's that smell? Ah, it's the offal carts, filled to the brim with old WWF and Rise of the Robot characters. These got turned into dog food. However, if you think that sight is grim, wait until you see the 32X lab. Here we see countless rows of 16-bit sprites strung from meat-hooks, awaiting 'treatment'. Previously, Mortal Kombat 2 and Quarterback Club characters could be found here. This time though, it's time for the NBA Jam sprites to be pumped full of 32X super serum. And look, here in these canisters you can see the results. See how the characters' heads are growing bigger. Marvel at how their ravaged flesh takes on more colours. Amaze at the way their grainy digitised screams increase in quality. Yes, 32X NBA Jam is coming. Soon, my pretty... soon!



TOUR

32X-TRA

The most important thing you might notice from a comparison of 32X NBA Jam, the traditional players have been given larger heads than normal. Regardless of what we said earlier, this isn't because they've been blasted with 32X super serum, it's because the process of compressed digitised video takes its toll. Thus these, seemingly normal, blown-up heads of the characters look far less pixelly. This doesn't affect the gameplay at all, but it looks funny, if you like laughing at big-headed people. This feature didn't make it into the Megadrive version of Tournament Edition, it's a 32X bonus. Cor!



NBA JAM TOURNAMENT EDITION

STEVE

The original Megadrive version of NBA Jam was a excellent game, but in my mind the subsequent Tournament Edition — although obviously superior — didn't really add much to the original formula. It's much the same case when comparing 32X Tournament Edition with Megadrive Tournament Edition, only more so. There are no new features to speak of (unless you consider big-heads to be something special) and the only improvements are in the presentation. Even here, the subtle improvements to the graphics and sound are negligible. Bigger sprites, smoother colouration and clearer sound it may have, but it doesn't add anything much to the game. Really, 32X Tournament Edition is only designed for 32X owners still harking after a good NBA Jam conversion. If that means you, then this is an excellent purchase. If you're a Megadrive NBA Jam owner though, you're not missing much.

PAUL

There's no doubting this is the closest conversion of the coin-op to date, but not different enough from the 16bit version. The neat arcade idea of having a mode to expand the players' heads is there, but apart from that and better sound, there's little to discern between this and the Megadrive cart. This is a very half-hearted conversion which seems as if Iguana are going through the motions to get it onto the 32X. Whilst it is nice that Acclaim are supporting the ailing plug-thru, tired rehashes of Megadrive code are not the way to save it. With the scaling potential of the 32X, there was every possibility that the sprite expansion in the coin-op could be recreated to make an almost perfect conversion. However, as the players get nearer the edge of the court, they simply become blocky. Still, NBA Jam fans can revel in another very playable conversion of the coin-op, but for the definitive version wait for the Saturn game.

GRAPHICS 83

▲ Good representations of the coin-op graphics.

▼ Nothing you wouldn't see on a 16-bit machine.

SONIC 82

▲ The sprites move around very smoothly, capturing that NBA feel very well, with their

MUSIC 79

▼ Improved versions of the Megadrive tunes as opposed to coin-op quality music. Mind you, the tunes aren't very good anyway.

SPEECH 81

▲ All those groovy Basketball phrases are pretty clear to the ear as the other sound effects as well.

PLAYABILITY 85

▲ Playable as ever! Whether you're talking about the Megadrive or 3 versions, this is still the best basketball game around.

LASTABILITY 81

▲ As long as you've got four players, this game will always provide entertainment.

OVERALL

The best basketball game around, but then so is the Megadrive version.

81

EVEN MORE FLAVOURS!

BY

RELEASE	PRICE
	TBA

GAME TYPE

1	16
PLAYERS	MEG

BREAK DOWN

GRAPHICALITY

CHALLENGE

AUDIO

ULTIMATELY

REALNESS

OPTIONS

CONTROL PAD

GAME DIFFICULTY

CONTINUE PASSCODE

SKILL LEVEL 7

ENVIRONMENT MEDIUM

ORIGIN

GAME

BEAT THIS

seaQuest DSV

CAPE COD CAPERS

[illegible] seaQuest [illegible] the seaQuest [illegible] you must be [illegible] played before you [illegible] and percentage bars. On your second [illegible] the mission sites are marked [illegible] to these and a message [illegible] that you are [illegible] which consists of several [illegible] viewed missions, each with [illegible] objectives. Complete all the [illegible] for access to further [illegible]

HOLD YOUR FIRE

Protection is as much of your remit as armed response, and it is vital that you do not harm the ocean's innocent life-forms. If you do, the penalty is severe — financial. You need money to buy fresh equipment damaged in your conflicts

THE CRAFT

The seaQuest is large enough to have six docking bays, and a mini armada of its own. This hi-tech exploration craft have differing abilities, and the key to the quest is to pick the right craft for the right mission

CRAB

Has poor armament but special inertial jets and an e-lock. One of only two craft that can collect objects

STINGER

One of two attack subs the Stinger uses directional propulsion. It's fast and heavily armed

SEA SPEEDER

The most powerful attack craft but suffers from its large size and poor manoeuvrability. Has a useful homing depth charge

SEA TRUCK

The seaQuest's recovery craft this is painfully slow and difficult to defend, but has its specialised uses

R-R PROBE

A remote control vehicle the R-R (hyper-reality) is specifically for welding tasks on sunken craft and unadvisable to take into hot zones

DARWIN

The charming retarded recruit of seaQuest. Darwin is a trained dolphin who can reach areas to which the other craft cannot gain access. He's a fragile creature who should be protected

GRAPHICS 71

ANIMATION 67

The other areas of the game feature very little animation.

MUSIC 54

SOUND 53

PLAYABILITY 73

Exciting, but not in an edge-of-seat-second way.

LASTABILITY 75

OVERALL

77

JU
ST

MEGA GAME

FURTHER DELIGHTS

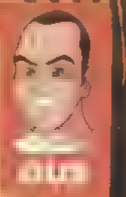
There are a mammoth nine missions — all the turmoil of the 16MEG Megadrive version, which will take you to far-flung corners of the globe, and allow you to extend your pilots license to other vehicles, including hovercraft.

A CHOPPER'S WORK

MOTORCADE

NGLE RIKE

CO-OP SHOPPING



This late arrival completely blew me away! This has to be one of the smartest conversions of any game ever. Not only has the look, feel and layout of a formidable EA classic been flawlessly recreated; the game has intensity, drama and challenge all of its own. The graphics are brilliant, with silky smooth scrolling and they have been configured to make the most of the Game Gear's small screen area. The game is huge, though we haven't seen if all the purported nine campaigns are there. We have no reason to doubt it. This is very probably the best Game Gear game of all time, in my opinion anyway.

This arrived really late in our schedule — but it's quality meant it just had to be reviewed immediately. THQ's conversion of Jungle Strike to the Game Gear is nowt short of amazing. The 16MEG Megadrive game has been crammed into the handheld with no major losses. The graphics are superb, the missions tough and varied — in fact, when you consider some of the shallow pap the Gear has seen, it's a major breakthrough. This is a brilliant game, and has blasted a path through the rest of the recent excellent Game Gear releases to sit right at the top. The best there is for the Game Gear, it's as simple as that .

FATAL FURY SPECIAL

Fighting game. Based on Neo-Geo coin-op. A mixture of the first two in the series. Starring the Bogard brothers and a dozen or more motley fighters. You can play as any of the characters. They have special moves. Like Street Fighter. And Mortal Kombat. The basic aim is to knock the stuffing out of your opponent. Repeat until they are all dead. Again. Played on two levels. The characters jump in and out of two-layer play area. There are nice backdrops. Including on a train and on a raft. The game loads between characters. Yik.

RELEASE: ..... JULY
PLAYERS: 1-2
BY: ..... JVC

MEG: CV
PRICE: £44.99
GAME TYPE: BEAT 'EM UP

GRAPHICS 62	Large sprites, and gaudy but uninteresting backdrops.
ANIMATION 43	Poor. The characters jerk about like an epileptics' convention.
MUSIC 60	The CD is used well. Faithful to the coin-op.
EFFECTS 40	Grunts and smacking noises. Nothing new.
PLAYABILITY 47	Too slow, and sluggish to control. Arse, in fact.
LASTABILITY 2[illegible]	Lots of characters, but too slow to maintain interest.

OVERALL 35

Looks like the first Street Fighter. If only it had come out eight years ago. Dire. Crap. Awful.

HOW IN 3D

"Nope, it's no good, Terry. It looks like we're stuck in this piece of crap..."

COMMENT

STEVE

JULIE

Readers fainting at Sega Power's paltry 84 pages. Hey, what's that number beneath this Caption? Twelve pages to go yet!

12 ISSUES FOR THE PRICE OF 10!

Yes, [illegible] Sega magazines when Britain's best-selling mag offers such fantastic value for money. Not content with bringing you all the best exclusives on all the biggest games first, unrivalled Saturn coverage, and the odd Master System review we're now offering the mag at a price others can only dream of. Gor blimey guvnor, we're cuttin' our own bleedin' throats I tells yer.

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MEAN YOB

Ah, hello again youngsters, it's Yob here again. You know, I've been writing this column for about as long as I can remember, and I've seen some things, I can tell you. Nations have fallen, new ones have been born. Danny Baker's career has exploded and then flopped. But some things don't change. People are still writing "what's best: Megadrive or SNES?" or "ha, Mario is a fat poo" letters. And now there' all this Saturn/PlayStation tosh as well. And Jaguar. And 3DO. Why don't you just stop it? Why don't you all just go away? There's only so much a man can take before he decides to visit the home of each and every Mean Mach nes reader and stick ground glass under their eyelids and I've taken just about enough. So do yourse ves a favour, write something at least partially interesting to me at YOB'S ARSEQUAKE MA LBAG, MEAN MACH NES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LON DON EC1R 3AU. If next month's section isn't ful of vibrant, witty letters I'll be paying you visit. So th nking about it you'd better start runn ng now.

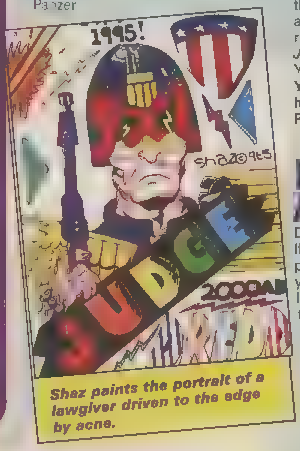
RIDICULE IS NOTHING TO BE SCARED OF

Dear Yob

am abso utely sick and tired of people complaining about the Saturn! The machine isn't even out n Eng and and people are compla n ng. There are some coo games for the machine and more being planned. If games such as Virtua Fighter, Daytona USA, and Panzer Dragoon are being released for t the Saturn can't be bad! In my opinion the Saturn can ho d its own aga nst the likes of the Playstation and Jaguar. The Saturn could turn out to be really coo , so give the mach ne a chance.

Lee Mountford, Ferryhill, County Durham

YOB. Absolutely, and as for the Saturn giving the Jaguar a run for its money, I'd been keener to add that even the Megadrive can keep up. Have you seen Kasumi Ninja? What a pile of donkey's arse! One of the special moves is a scotsman lifting his kilt!



Shaz paints the portrait of a lawgiver driven to the edge by acne.

DON'T DRINK, DON'T SMOKE

Dear Yob

I'm writing to you to voice a particularly strong opinion of mine. I'm sure you'll prefer t to some of the crap you get sent. 'Yob, you smel like a baboon's bottom, tee hee!' Anyway, I just want to express my gratitude to Sega for finally realising the potential for RPGs on the Megadrive in this country. For many years Japan has had the benefit of hundreds of great RPGs on most console formats. In Eng and, as I'm sure you'll agree, there have been few RPGs released until now, except a few pap ones that somehow infiltrated British stores. Super NES owners have had some great RPGs and adventure games the Final Fantasy series, Zelda, and the new Chrono Trigger. So I thought t was about time the Megadrive turned out some stunners. Now what has happened? First Shining Force, then Landstalker, Shining Force II, Soleil, and Story of Thor A l outstanding games, and all re eased n a relatively short period of time. Megadrives have finally been blessed with a truly great range of RPGs. Thank you, Sega. Enough bootlicking. Now I know th s isn't Q&A, but I'd like to know if any other RPGs are planned for release on the Megadrive.

J Thompson, Derby

YOB. **As you said, no it isn,t Q&A. Yes, plenty of RPGs are planned. I hope you sleep better at night. Really I do.**

YOUNG PARISIENS ARE SO FRENCH

Dear Yob

If you insult any more of the good people on the Earth then I'm afraid you're going to wake up with a very large crowd around you. I'm go ng to rip your head off and gob a big phlegmmy down your throat. Next I'll shove your big, over-s zed head up your backs de, so far it will look like you're pregnant. Then I'll rip out your sp ne and use t to cut your sti l beating heart out. Finally I'll take a few photos of your remains, photocopy them and send them to every member of your family, who wi l undoubted y laugh their ugly heads off!

Tim Keeley, West Bridgford, Nottingham

YOB. Hmmm, 'rip off my neck and spit down my throat.' Not very original are you. I imagine you probably regale your mates (or mate, more likely) by quoting hilarious lines from your favourite sitcoms. Bloody hell, I just bet the streets of Nottingham rock to the sounds of old Barry Cryer and Les Dennis. The word 'tosser' sums you up admirably.

Skate, now deformed for life after a nasty roller-blading accident.

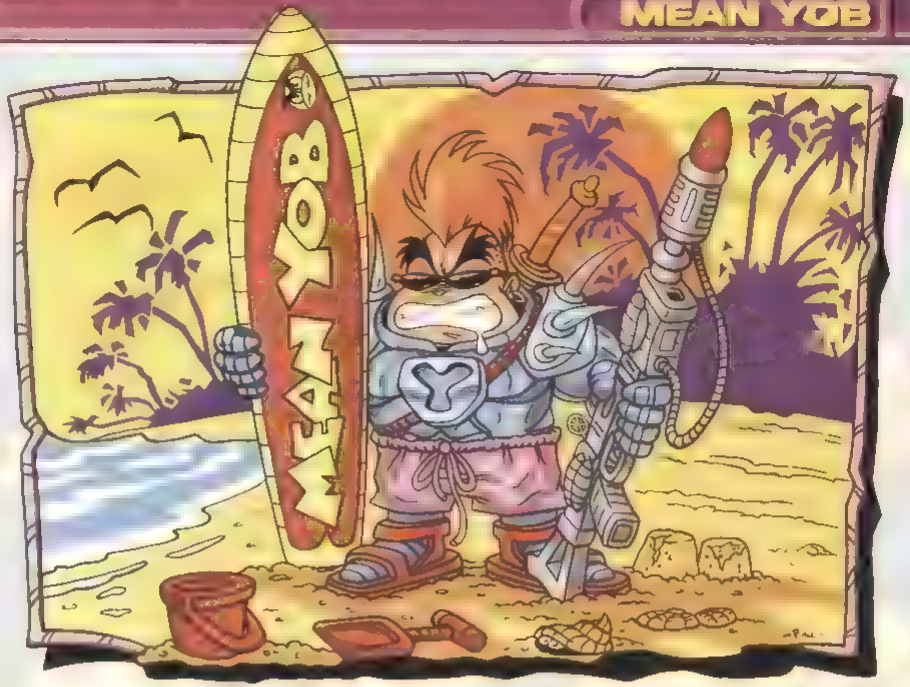
UNPLUG THE JUKE-BOX AND DO YOURSELF A FAVOUR

Dear Yob

After reading your mag for about two years now, I felt I had to write in to tel you that . now th nk that peop e who play games are sad gits. Al you have to do is read some of the letters to realise just how retarded gamesp ayers are. I used to p ay games and thought that they were the be-al and end-a l, spending hours playing down the arcade and in front of my home consoles, but now 'd much rather go to the pictures with my girlfriend. Why don't you guys just wake up and grow up! Just think about all the money you could save nstead of wasting it on fool sh carts.

Paul Keats, Harpenden

YOB. **My, what a revolutionary concept. However, what's wrong with doing both? Nobody said you have to spend all your time playing games — that was your choice. Personally, I reckon that you just sent this in to prove you have a girlfriend (although no real proof is forthcoming). Who are you trying**



to impress. Besides, when she sees sense and chucks you, I bet you'll find solace in your copies of Desert Strike and other games you've grown out of. Patronising pillocks like you are always keen to pigeon-hole others in order to make yourselves look better. Just get on with your life if you're so pleased with it. Besides if you're too cool to waste time on games and stuff, how come you've got time to write to us. Washing her hair is she? Yeah, right...

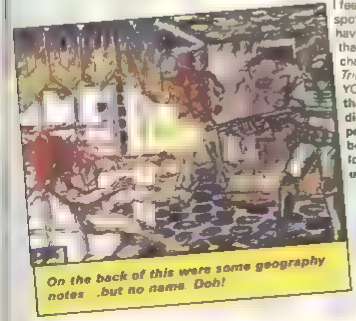
MARKO, MERRICK, TERRY-LEE, GARY TIBBS AND YOUSS TAU-LEE

Dear Yob

I'm offended. As one of the few girls who buy your magazine, I couldn't believe it when I saw that disgusting picture of Mileena in your pages. Do boys really think that all girls look like this? I feel sorry for all those spotty adolescents who have nothing better to do than dream about female characters in games.

Tricia Montesque, Leeds

YOB Er... sorry about that. the black strip didn't quite come out properly. And, sadly, all boys do think girls look like that. I know I used to.



On the back of this were some geography notes ...but no name. Doh!

THE DEVIL TAKE YOUR STEREO

AND RECORD COLLECTION

Dear Yob

I read your comic all the time and love it! It's the best. Please can you answer my questions?

1. How much is Mortal Kombat 3?
2. Will it be on the Megadrive?
3. Is it worth getting?
4. When is Alien vs Predator coming out?
5. Is that for the Megadrive?
6. How much will it be?
7. Is a PC better than a Megadrive?
8. Could you say hello to my girlfriend Lisa?

John Harper, Essex

YOB **COMIC! COMIC! Cheeky sod, what do you think this is, the bloody Beano! You can stuff your questions where the sun don't shine, or post them to Dennis the piggin' Menace.**

KWA-KWA A DIDILEE KWA-KWA A DIDILEE...

Dear Yob

I would like to make this letter short, so I'll get straight to the point. In the Q&A sect on of issue 30 (June), John Blewett asked:

4. I want to design game for my PC
5. Is this possible?
6. If so, what equipment do I need

Well, I agree with Steve on his answer, but he blew it on question five because my answer would be all you need is Klik n' Play, which lets you make fast running games in Windows without having to use programming. But it helps if you have a scanner, a Pentium, a sound card, speakers and a microphone, so you can put your own sounds and pictures in your games. There that's shut you up. Now you have to apologise for telling John Blewett a complete and utter lie.

Philip Reuben, Romford, Essex

YOB **Nobody likes a smart arse. Shouldn't you be out telling people 'you don't wanna do that?'**

I think I'll go and wash my mouth out with Dettol to remove protection now. I deserve a medal for resisting any more such jokes. Now as Cilla says, 'Tara for now'.

Q&A

I'll tell you what, Sweden's got a lot to answer for. I mean, just what has Sweden done in the grand scheme of things. We introduced the world to Cricket and Footy, America gave us hot-dogs, and the French introduced us to hairy armpits. But Sweden? Naff all. I mean, they've made token efforts to impress with the likes of Abba, Roxette and pervy films with extreme close-ups, but nothing that really makes you think 'yeah, that's Swedish and good.' I recommend that until the Swedes come up with something interesting, the place should be walled up until they invent something good. Honestly, after records like Waterloo and Joy-Ride, it's the least they can do...

Send your Q&A ramblings to:
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MEAN MACHINES SEGA,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON,
EC1R 3AU

TECHNICIAN TED

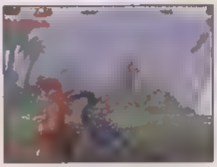
Dear Steve
Can you please answer my questions?
1 Can you list these games from best to worst Street Racer, NBA Jam TE, Theme Park, Fever Pitch
2 Can you play a Mega-CD on a Megadrive 2?
3 Which one is better Road Rash 2 or 3?
4 In MEAN MACHINES No 32 someone wrote a letter asking what the words at the bottom of the screen were for They are cheats If you go to the options screen and type them in you will get to extra leagues on the tournament mode
5 Which is the best football game out on the Megadrive?
Zayd Mamewoolah, Walthamstow
STEVE 1 Theme Park, Fever Pitch NBA, Street Racer 2 Yep. It looks rubbish, though like Jimmy Krankie sitting on the Jolly Green Giant's knee 3 Two, and it's cheaper 4 What words? 5 Fever Pitch

MINER WILLY

Dear Steve
Oh master of all, please answer my pitiful questions, Demi God of gaming
1 I have a Megadrive 2 and Mega-CD 2 What games should I get?
2 I'm going to get a 32X for my birthday in July, and a Saturn the year after Is that a good idea?
3 Are any of these games going to appear on Mega-CD Fatal Fury, Samurai Shodown Theme Park any X-Men game, Primal Rage?
Phil Doyle, Gloucester
STEVE 1 Mortal Kombat II, Earthworm Jim CD Eternal Champions CD 2 About as good as burning £150 when you need to save another £400 Forget the 32X, it's deader than tanktops 3 Yep, yep, yep, nope nope

WALLY WEEK

Dear Steve
Please can you answer my questions?
1 On Theme Park on the Megadrive can you go on the rides like the PC?
2 Will MK3, Ridge Racer, Doom and Dark Forces come out on the Saturn?
3 Will there be a Virtua Fighter 3?
Billy No-Mates, Homeless
1 No And you can't 'be' the boss either 2 MK3 and Doom will, the others aren't planned as of yet 3. You bet your eyes there will



ZIGGY

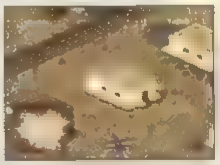
Dear Steve
1 Do you know any cheats for Haunting?
2 Is there any news on SF II?
3 Is the new Spiderman game any good?
4 What do you think of Batman Forever?
5 What should I buy, Virtua Racing or Street Racer?
6 In Landstalker I have the sunstone from Greenmaze and I don't know what to do with it. The lighthouse has turned into the crypt Could you tell me please?
Akeel Ahmed, Woodford
STEVE 1 No. 2 No, Capcom are too busy tossing about with the awful Street Fighter Movie game. Which I hate. 3 If you mean the new Acclaim one, I reckon it's too similar to Wolverine 4 I've only seen a very rough version, but it looks quite polished 5 VR 6 Walk left to Porkoss the beaver and ask him for the 'Kettle of Threngoll ' Actually, that's a lie I ain't got a clue

TRASHMAN

Dear Steve
Please can you answer my questions
1 What games are coming out for the Master System?
2 Will Mortal Kombat 3 be out on the Master System?
3 Is the Saturn better than the Playstation?
4 Is the New Breed still coming out on the Megadrive?
5 Will Virtua Fighter 2 be arcade perfect on the Saturn?
Stephen Wiseman, Linton
STEVE 1 None As far as everyone in the world is concerned it's dead and buried Do yourself a favour, hide it and we'll pretend this letter never happened 2 Hahahahahahaha! 3 Nope They're both as good as each other 4 No, it died when Accolade passed away 5 Probably not if I'm honest But I hope it is

BOBBY BEARING

Dear Steve
Your mag is just brilliant and no mag can possibly beat it Could you possibly answer my questions?
1 What is the best, Neptune or Saturn? Why?
2 How much will they cost?
3 Could you put these games in order from best to worst Urban Strike Probotector, Cannon Fodder, SSF II, MK II?
4 Are there any more Sonic games coming out for the Megadrive?
5 Is there going to be a sequel to the crap Turtles Tournament Fighters?
Joe Jones, Canterbury
STEVE 1 Saturn. Because it is truly 32bit, and not a Megadrive with a duffy 32X stuck into its guts 2 The prices haven't been confirmed, but the Neptune will be around the £200 mark, and the Saturn £400. 3 MKII, Cannon Probotector, Urban SSFII 4 I expect Sonic 4's on the cards, but we haven't seen owt of it yet 5 No The Turtles are so old now they'd have to call it Middle-Aged Whinger Turtles



SABRE MAN

Dear Steve
I am very confused so please could you help me. I want to either buy a Sega Saturn or a Playstation and I'm not sure which one so could you please answer my questions because you know everything and you're so skilled. I'm not worthy, I'm not.
1. How much will they both cost, Steve, sir?
2. How much will the CDs cost for each system?
3. I've looked in all the major games retailers but I just can't find the Saturn or Playstation anywhere. Where can I find them?
4. Which system has the most capabilities?
5. Which system has the most games on the cards?
6. Do Sega have any games planned for the Playstation, or the other way around?
7. Which one would you recommend?
Carl Griffiths, South Wales
STEVE 1. Prices haven't been set yet, but expect to pay between £350-£400 for each. 2. Around the £30-40 mark. Again, it hasn't been confirmed. 3. Virgin have imports of both, as do most small shops,

but wait for the official machines because none of the UK games will work on a foreign system. 4. The PlayStation is slightly better graphically. 5. About the same. 6. Nope. 7. Wait to see how they're priced.

JET MAN

Dear Steve
Yo cretins, how's it going? Your mag's great, fantastic, I've read it from the first issue, etc. All the usual rubbish. If you've got time make my pathetic little day and answer my questions.
1. Soon I'm going to the States, and I thought I'd invest in some cheapo games. Just one small problem occurs. Do American Genesis games work on an English Megadrive? And if not, why not?
2. Have Sega stopped producing a certain two joypads, I refer to the procurable (sic) one and the infra-red one.
3. Lastly, got any cheats for Bart vs the Space Mutants (it doesn't matter if you haven't heard of it — no one has). Or any for Chuck Rock II, Streets of Rage II or Revenge of Shinobi.
Daniel Moore
STEVE 1. They should do. I've got a US MKII and it works fine on my UK Megadrive. 2. Yep. 3. Yes we have. Loads, in fact. None of which we're going to tell you, though.

MONTY MOLE

Dear Steve
Last month I got a paper round and am saving up for a 32X. I have some questions about the Megadrive and 32X, please could you answer them.
1. Is it worth getting the 32X in

postage from 'Excitement Direct' which cost £133.75?

2 Is Dark Forces coming out on the 32X?
3. Is there a level select and debug for Knuckles in Sonic 2 and Sonic 3? If there is to me
4 Will MK3 come out for the 32X?
5. Are there any SFII games coming out for the 32X?
6 Is Road Rash coming out for the 32X like the CD version?
7 Why is Alien Trilogy not coming out for the 32X?
8 When are Virtua Fighter Primal Rage and Daytona USA coming out on 32X?
9. How come Corpse Killer, Night Trap and Supreme Warrior and Slam City are on CD only and not cart?

STEVE 1 DO NOT BUY A 32X! YOU WILL REGRET IT SAVE A WHILE LONGER AND GET A SATURN — IT'LL LAST YOU LONGER THAN A RANCID BLACK MUSHROOM WITH STUFF-ALL GAMES 2 Nope 3 Nope, shan't Can't make me 4. Probably not It's coming for the Saturn, though. 5 Nope, but SF The Movie is Saturn-bound 6 Nope, but the Saturn version looks nice 7 Because the machine can't handle the graphics processing needed The Saturn can Getting a hint at what I'm saying yet? 8. Primal is due in November the others aren't going to be converted to the 32X 9 Because of the oodles of graphical data they store

BUG-A-BOO

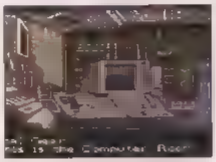
Dear Steve
I have bought a Mega-CD and I desperately want the Secret of Monkey Island (the game) Please could you answer my questions
1 Will Monkey Island ever be released in the UK?
2 If so, when?
3 If not, why not and where the bloody hell can I get an imported version
Thanks very much

STEVE 1 Probably not now, I'm afraid 2 Like never 3 Because the Mega-CD sells bugger all games. Buy one from any importer who can get you a copy. Obvious,

SAMANTHA FOX

Dear Steve
Please answer my Qs
1 Is Snatcher 2 coming out?
2 How much will it cost?
3 Is Tv and Earl coming out?
4 What do you think of Star Wars Rebel Assault?

STEVE 1 Yes, but not for ages. It's called Policenauts 2 About £40. 3 It's been out for ages I've got a question what are you on about? 4 Looks great, all the playability of a room full of carrots



BEAKY

Dear Steve
At the moment I want to buy an RPG for the Megadrive. Alas, I am in a dilemma though, as I do not know which one to buy. If you could answer these questions I would really help me choose the right one
1. Could you please list these in order of best to worst Shining in the Darkness, Shining Force 1 & 2, Landstalker and Story of Thor
2. Is there a difference between adventure and RPG games, because you classed Shining Force as an RPG, but Story of Thor as adventure
3 Will any RPGs that play like Arcana on the SNES be released?
4. Wasn't there tons of unheeded hype over SSFII?

STEVE 1 1 Landstalker, Thor, any Shining Force game, the other one. 2 There's more role-playing in Shining and the fighting is more strategic, whereas Thor is very arcade-based. 3. Nope. 4. Yep.

CODENAME MATT

Dear Steve
Will you please answer my questions or I'll, I'll, never mind By the way, your mag is tops and still cheapest
1 When are Sega going to stop making Master System games?
2 Is the Incredible Hulk on the Megadrive worth £9?
3. Why are SNES games £5 to £10 more expensive than Sega counterparts?
4 What is best overall, Saturn or Sony Playstation?
5. Why is Theme Park on the Megadrive not quite so good as the Amiga version?
6. I've heard the Ultra 64 is superb Is this true, who makes it and how much will it cost?
7 Are EA going to bring out a FIFA '96 and NHL '96 and a decent original game like Road Rash III?
8. On the Playstation, why is Ridge Racer the only decent game available?
9. The Saturn and Playstation have not been released, but in Virgin they have them?

STEVE 1 Yesterday. 2 It isn't worth the plastic it's made out of. 3 Because of where the carts are made 4. Both about the same 5. It is. Shut up. 6. The Ultra 64 hasn't been seen in any way, shape or form. A price has yet to be decided. 7 Yep. Do I sense a touch of the old sarcasm there? 8. What about Tekken? 9 Yes, and?

AGENT 4125

Dear Steve
This is the first time I've written to you, so I would be pleased if you print it in your mag. Please answer the following questions.
1 How much do you think I should sell my Master System with all the games, and my Megadrive with all the games for? (Lion King on Megadrive, Jungle Book, Sonic 3, Sonic 1, Sonic 2, Alex Kidd and Agassi Tennis on the Master System)
2 Which is best to buy: a 32X or a Neptune?
3 Is Theme Park ever to be released on the 32X?
4. Can you give me a cheat for the Lion King on the Megadrive?
5. If I buy a 32X, which games should I buy with the vouchers?

STEVE 1 I'd give you a fiver Dunno, really, check MegaMart to see what the going price is. 2. Neither Buy a Saturn. 3. Nope. 4. No. 5 MKII Er, that's about it Doom, I suppose.

COOKIE

Dear Steve
Will you please find answers for the following questions
1 When will Scooby Doo be released for the Megadrive and roughly how much will it cost?
2. Any news on Sensible World of Soccer for the Megadrive?
3. Are there any plans for a football management game on either Megadrive or Game Gear?
4. Could you rate these game from best to worst Micro Machines 2, Madden '95, NHL '95, Cannon Fodder, PGA Golf 3.

STEVE 1 Nobody is currently set to bring Scooby out, so we'll have to wait and see. 2. Nope. 3 Nope. 4. Micro II, Cannon Fodder, PGA, NHL, Madden. By the way, you live in Gus's home town, you know. He says can you knock on his door and tell his Mum he'll be late for his

Reet, that's y'lot. If you have any more questions you know where to send them. I'll be waiting. Oh aye, I'll be waiting...

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To [illegible] in this section, please call Lisa Hawke [illegible]

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MR NUTZ in sex scandal with Domark Diamond He's not actually but I would like to swap Megadrive games with you! Any games considered All my games are in good condition Please phone Nkola at any time on 0436 676788

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MEGA DRIVE with 8 games and Python joystick worth £390 yours for £250 May swap for another console Craig (0141) 6370310

MEGA DRIVE games for sale Micro Machines and Ecco the Dolphin £25 each or swap for Streets of Rage 2, Virtua Racing Urban Strike or Theme Park Phone Nathan 0181 449 8846 (Herts other games may be considered

MEGA DRIVE with 16 top games including FIFA 95 and Ultimate Soccer £500 new, sell for £130 or swap for Amiga 500 1200 Tel 01926 428290

I'M AN 11 year old girls looking for a 10-11 year old boy or girl from overseas Hobbies are sea life films and art Write to Adele Chapman 59 Rookery Rd, Bournebrook Birmingham B29 7DG England

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SWAP GAME GEAR & 6 games for SNES & 3 games must be good condition interested? Phone Daniel on 01363 772915

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FOR SALE Megadrives "Soleil" and "Mortal Kombat 2" £35 each ono 012061 826275

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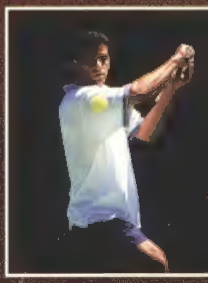
SAMPRAS RETURNS.



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THE MEAN MACHINES SEGA MINI-QUESTIONNAIRE

You know us, right? There's Steve who sits on the bog in Q&A, Oz who colours in the pages, Gus with his funny cartoon beard, and Claire who all ten year-olds fancy. Oh, and Paul who has got Scabies. But we want to know about you. Or, more specifically, what the future holds in store for you. We're not interested in whether you'll meet a tall, dark stranger, though, we want to know what all this 'Next Generation' stuff means to you. Will you be buying a Saturn? Or are you quite happy with your Megadrive? To add a little incentive, we are offering one of you the chance to enter the 'Next Gen' a little earlier as one randomly-picked entrant will receive a spanking new, PAL Saturn as soon as Sega release them. But first... the questions:

1. Are you:

Male ☑ Female ☐

2. How old are you? 12

3. Are you:

- At school ☑
- At college ☐
- At university ☐
- In part-time employment ☐
- In full-time employment ☐

4. Which of the following do you own or have access to?

	Own	Have access to
Megadrive	☑	☐
Mega-CD	☑	☐
32X	☑	☐
Game Gear	☑	☐
Saturn	☐	☐
Super NES	☑	☐
Game Boy	☑	☐
Sony PlayStation	☐	☐
Atari Jaguar	☑	☐
3DO	☐	☐
PC	☑	☐
PC CDROM	☑	☐
CDi	☐	☐

5. How much money do you spend on games a month?

- £0-9 ☑
- £10-20 ☐
- £21-30 ☐
- £31-40 ☐
- £41-50 ☐
- £51-60 ☐
- More than £61 ☐

6. What was the last game you bought?

Sonic and Knuckles

7. What machine do you plan to buy next?

- 32X ☑
- Game Gear ☐
- Saturn ☐
- Super NES ☐
- Game Boy ☐
- Sony PlayStation ☐
- Atari Jaguar ☐
- 3DO ☐
- PC ☐
- PC CDROM ☐
- CDi ☐
- Other (please state) ☐

8. When are you planning to buy it?

- 1-3 months ☐
- 4-6 months ☐
- 7-9 months ☐
- 10-12 months ☐
- Over 12 months ☑
- Never ☐

9. If you are entering the 'Next Generation', how much do you expect it to cost?

- £0-199 ☑
- £200-399 ☐
- £400+ ☐

10. If you intend to buy a Saturn as opposed to a PlayStation, what made you decide?

- Better than PlayStation ☐
- Better games than PlayStation ☑
- Think there'll be more games for it ☐
- I'll be getting a PlayStation ☐

11. How much do you expect to pay for games?

- £0-20 ☐
- £21-40 ☑
- £41+ ☐

12. What do you think of the quality of Saturn games so far?

- Very good ☐
- Good ☑
- Average ☐
- Poor ☐
- Dire ☐

13. How do you think the Saturn compares to:

	Better	Same	Worse
32X	☐	☑	☐
Sony PlayStation	☐	☑	☐
Atari Jaguar	☐	☑	☐
3DO	☐	☐	☑
PC	☐	☐	☑
PC CDROM	☐	☐	☑

14. What three Saturn games are you looking forward to the most?

1. NOT ENOUGH GOOD GAMES TO LOOK FORWARD TO!
2.
3.

15. If you feel you can't afford a Saturn yet, what price would it have to be for you to afford it?

£5

Right, that's it. Put your complete form into an envelope and send it to:
SATURN AND NEXT GEN QUESTIONNAIRE, MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

Who knows, a Saturn could be yours (normal compo rules apply)...

SNOWBOARDING

Cast your minds back a couple of months ago and you'll remember the fantastic 'Design a Snowboard Compo' we ran to test those creative juices. As ever the response overwhelming, causing an avalanche in the office. And so in the time honoured tradition we reveal the winners, and some of the losers in true **MEAN MACHINES** style.

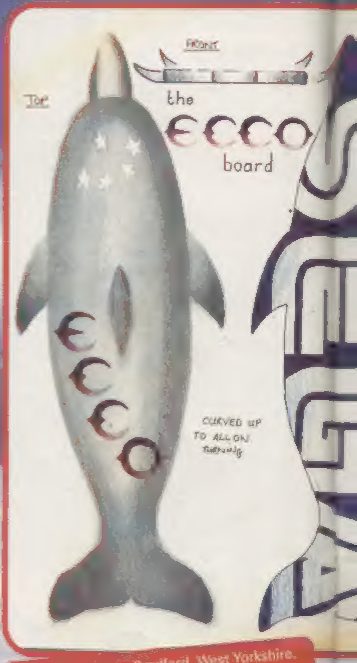
FIRST PRIZE

WINNER OF MEGADRIVE + 32X + DA KINE HAT!

As ever there can only be one winner and Sam Whitfield from Pettistree, Suffolk impressed the judges with his fantastic rendition of the blue flash and bad old 'Botnik egg-head. Excellent work my son!

RUNNERS-UP

FIVE WINNERS OF VIDEOS AND DA KINE HATS



Peter Fenton from Bradford, West Yorkshire. Innovative use of board shape, although we're not quite sure how well it would perform in the snow.